Federation of International Sports Table Football

Sports Rules of Table Football

Version 5.2.1

September 2016

Federation of International Sports Table Football

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1 September 2016

5.2 → 5.2.1 : Change of the FISTF logo

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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 clothing.

3. Disabled Player

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

4. Field playing figure

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

5. 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.

6. 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.

7. 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 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.

8. 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.

9. Player

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

10. Playing area

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

11. 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.

12. 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.

13. Playing surface

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

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14. Referee

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

15. Spare-Goalkeeper

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

16. 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.

17. 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.

18. 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 vice-versa, words in the singular shall mean and include the plural and vice-versa, 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.

19. Rules for disabled players

These rules include specific extensions, marked with letter D (Disabled), intended to allow an equilibrate game when one or both players are disabled persons.

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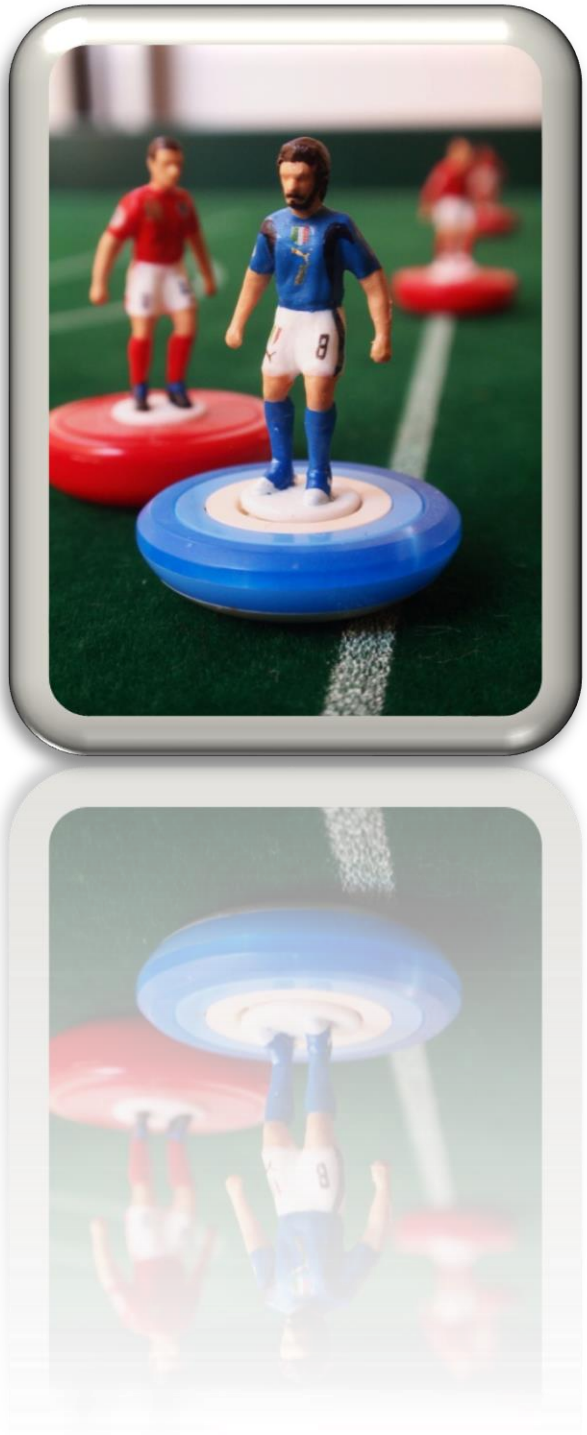
Part II. SPORTS RULES OF THE GAME



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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 any part of the playing figure's base. Touching the upper part (the figure) of the playing figure when propelling is not allowed.

1.1.2. Playing figures may not be knocked, pushed, nudged or scraped along nor may any leverage or even support 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.

When the offence occurs:

Referee's expression: "Incorrect flicking - Free-flick / Back"

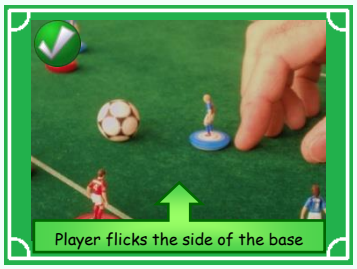
Punishment: a. The offending player is the attacker

(1) Free-flick from where the attacker has flicked incorrectly. See rule 11.
(2) Free-flick from the penalty-spot if the offence has been committed in the attacker's penalty-area. See rule 11.1.3.
(3) Back if the flick was a positional one or a tick-flick. If back is claimed, the referee shall reposition the incorrectly flicked playing figure to its previous position. Then, the referee shall give the signal for the game to continue by stating: "play!"

Punishment: b. The offending player is the defender

Back. If back is claimed, the referee shall reposition the incorrectly flicked playing figure to its previous position. Then, the referee shall give the signal for the game to continue by stating: "play!"

Examples of correct flicks



Examples of incorrect flicks

Remark: Simply touching the rear (not the side) of the index finger with the thumb while flicking is not considered to gain support, so it is not forbidden.

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

Remark: Players with no adequate index or middle finger may use any other finger to flick.

1.2. Illegal flicking

1.2.1. 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.

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When the offence occurs:

Referee's expression: "Illegal flicking - Free-flick / Back"

Punishment: a. The offending player is the attacker

(1) Free-flick from where the attacker has flicked illegally. See rule 11.
(2) Free-flick from the penalty-spot if the offence has been committed in the attacker's penalty-area. See rule 11.1.3.
(3) Back if the flick was a positional one. If back is claimed, the referee shall reposition the illegally flicked playing figure to its previous position. Then, the referee shall give the signal for the game to continue by stating: "play!"

Punishment: b. The offending player is the defender

Back. If back is claimed, the referee shall reposition the illegally flicked playing figure to its previous position. Then, the referee shall give the signal for the game to continue by stating: "play!"

1.3. Position of the player

1.3.1. While flicking with one hand the players may touch the playing board's barrier or touch the playing surface outside the playing area with the other hand in order to keep balance. However, neither player may:

a. Put his other hand on or above the playing area while flicking, even if the flicking hand is outside the playing area. Whenever a player changes the hand he uses to play, there must be at least an instant when clearly none of his two hands is on or above the playing area; or
b. Lean on or push the playing board so as to destabilize it.

When the offence occurs:

Referee's expression: "Physical foul position - Free-flick"

Punishment:

a. Free-flick from where the ball is positioned at the moment of the offence. See rule 11.
b. Free-flick from the penalty-spot if the ball has been positioned in the offending player's penalty-area at the moment of the offence. See rule 11.1.3

Examples of correct player position

Examples of incorrect player position

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. Provided that 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

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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 offence occurs:

Referee's expression: "Time wasting - Free-flick"

Punishment: See rule 10.8.

1.5. Number of playing figures

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

When the offence occurs:

Referee's expression: "Illegal playing figure number - Free-flick"

Punishment:

a. Free-flick from the penalty-spot of the offending player's penalty-area. 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!"

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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 playing figure may be played at any time.

Remark: If a playing figure stops so close to the barrier that it is impossible for its owner to put his finger between the barrier and the playing figure, the player may ask the referee to move the specific playing figure slightly to allow him to take his flick.

Remark: When the pitch is provided with a thin line outside the playing area intended to mark the internal limit of the playing surface, a playing figure that has passed the touch- or goal-line without touching or surpassing this line is considered, to all effects, as being inside the playing surface.

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 playing 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 playing figure.

2.1.1.3. In order to be absolutely sure if it is possible to force or not, the attacker, provided that the ball is stationary, *may* ask the referee if a defending playing figure may be forced upon.

Procedure 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 playing figure and the line with a reserve ball or the specially designed FISTF measuring tool, then informs 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 whether 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.

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.

Remark: When the pitch is provided with a thin line outside the playing area intended to mark the internal limit of the playing surface, a playing figure that touches or surpasses this line is considered, to all effects, as being outside the playing surface. In this case the playing figure shall be placed by the referee, as required by rule 2.1.2.1, on the inside limit of this line, without touching it.

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 playing 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 playing figure may then be played normally.

2.1.2.5. The following procedure shall be followed immediately after the ball has become stationary:

Procedure to be followed:

Referee's expression: "Placing!"

Referee's action:

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

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2.1.2.6. If either player violates the above mentioned procedure:

When the offence 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 offence has been committed in the offending player's penalty-area. See rule 11.1.3

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 playing figure.

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.

Remark: When the pitch is provided with a thin line outside the playing area intended to mark the internal limit of the playing surface, the playing figure shall be placed by the referee, as required by rule 2.1.3.1, on the inside limit of this line, without touching it.

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 offence 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 reposition 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 offending player's penalty-area. See rule 11.1.3

2.1.3.4. If a rebounded playing figure comes to rest on the playing surface 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 rule 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 playing figure.

2.1.4. Placing playing figures that left the playing board.

2.1.4.1. Provided that 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.

Remark: When the pitch is provided with a thin line outside the playing area intended to mark the internal limit of the playing surface, the playing figure shall be placed by the referee, as required by rule 2.1.4.1, on the inside limit of this line, without touching it.

2.1.4.2. The same procedure as rule 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 playing figure is not completely in a zone, it is not possible to force any flick-in on this playing figure.

2.2. Placing of playing figures in the goal-area

2.2.1. Provided that the ball is stationary, a playing figure positioned in the goal-area, goalmouth, touching the goal-area lines or behind the goal-line within the extension of 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.

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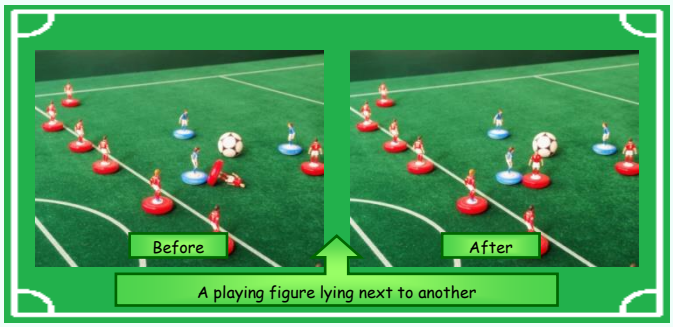
Remark: Rule 2.2.1 applies also in case of a playing figure touching the ball or other playing figures when repositioned. In this case, it has to be moved and placed by the referee in the way described in rule 2.3.

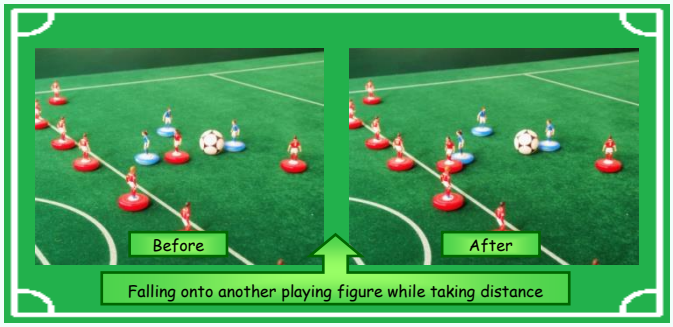
2.2.2. Playing figures shall remain positioned in the goal-area when the goalkeeper of that specific goal-area is replaced by the spare-goalkeeper. However, if a playing figure is positioned completely in the goal-mouth the referee shall place it 1 mm off the goal-area forward in the penalty-area perpendicularly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

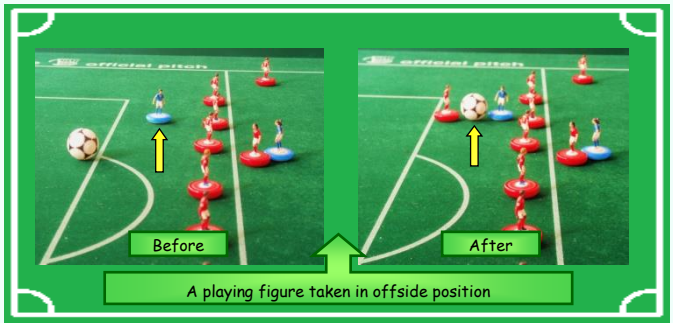
2.3. Placing of playing figures that should be put at the same place on the playing surface

2.3.1. If an obstacle (the ball or another playing figure) does not allow placing a playing figure in accordance with the positioning rules, this playing 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 playing figure had to be placed off the goal-line.

Examples of correct placing of a playing figure when there is an obstacle







2.4. Raising playing figures

2.4.1. Provided that 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.

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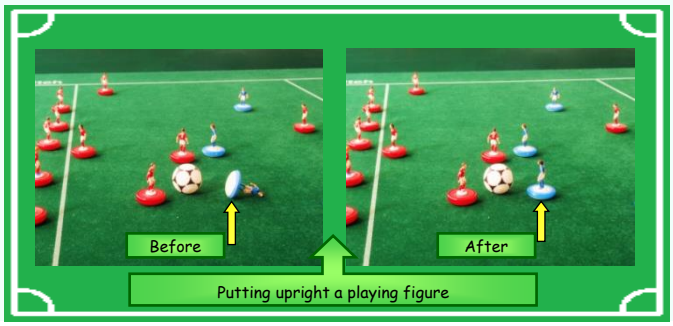
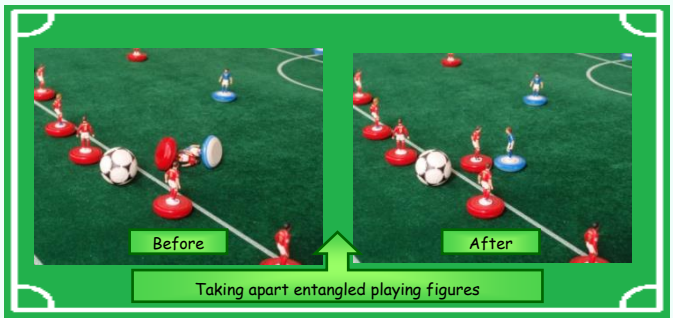
Example of correctly putting upright a lying down playing figure



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

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

Example of correctly taking apart entangled playing figures



2.5. Substitution and repair of playing figures

2.5.1. Damaged or broken playing figures, including the case of a figure detached from its base, may not be used and shall be repaired or substituted. Until repaired or substituted, every part of the damaged or broken playing figure that remains on the playing surface during the game becomes a neutral object. As a result, all rules regarding placing, movement, possession of the ball etc. are applied without taking into consideration the parts of the playing figure left on the playing surface. 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 be repaired or substituted at the occasion of a goal-flick, corner-flick, flick-in, free-flick, or penalty-flick, if a goal has been scored or in case they left the playing board.

Procedure to be followed:

Player's expression: "Substitution! / Repair!"

Referee's action:

The referee checks if the replacement/repaired playing figure fulfils the defined regulations and places it at the last position of the substituted/broken 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/repair 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 fulfil 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 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:

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Phase Minimum distance:

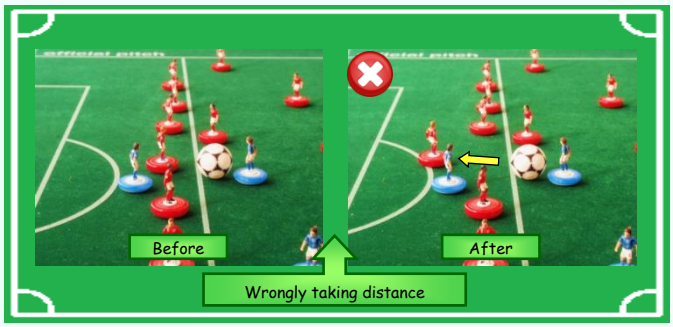
- Flick-in: 40 mm between defending playing figures and the ball
- Free-flick: 40 mm between defending playing figures and the ball
- Corner-flick: 90 mm between defending playing figures and the ball
- Penalty-flick: All playing figures except the penalty taker and the goalkeeper are to be positioned 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.

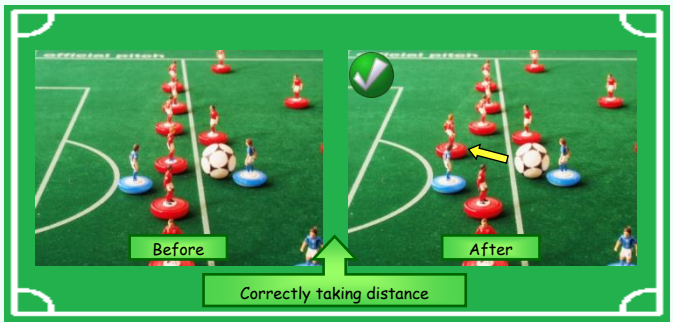
2.6.4. The referee shall move the playing figures from the ball by following the axis of the playing figures' position to the ball. However, the playing figures should not be moved off the playing area more than 1 mm or into the goal-area or to touch the goal-area line. See rules 2.1.1 and 2.1.2.

Remark: Referees may use the specially designed FISTF measuring tool to place the playing figures at the required distance. FISTF measuring tool's exact dimensions and design are available through FISTF Sports Department.

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.

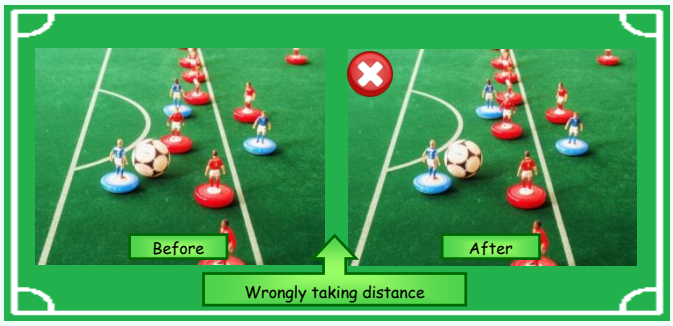
Examples of taking distance while an attacking playing figure is in offside position





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.

Examples of taking distance while an attacking playing figure is not in offside position



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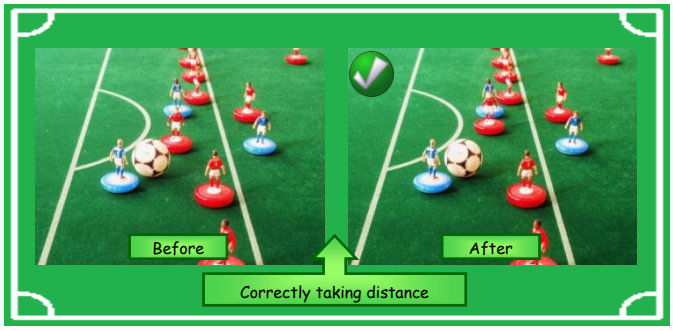

2.7. Playing figures hitting on a post or the crossbar

2.7.1. Posts and crossbars of both goals are considered to be neutral objects. As a result, when a playing figure hits either a post or the crossbar of any goal, all rules regarding placing, movement, possession of the ball etc. are applied without taking into consideration the fact that the playing figure rebounded off any post or the crossbar.

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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 or repair of a playing figure or goalkeeper, a delaying interruption of the match, time wasting by either player or in case of a deliberate infringement (free-flick, back or obstruction) by either player at the expiration of a period of the game (approximately the last 30 seconds), 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. Every new extension of time will start when the referee declares the match to continue by stating: “play!”, therefore the time required for repositioning the affected ball and/or playing figures and for taking any positional flicks will not be considered.

Remark: The referee alone decides how much the extra time will be.

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.

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.

Remark: In case two players of opposing teams score almost simultaneously on different tables and the referees cannot decide who scored first, 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.

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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. In case of a substitution in a team competition, if an incoming player has identically or similarly coloured or painted bases with an opponent who continues from the first half, then the substitute is obliged to exchange his playing figures.

When the offence 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 offence occurs:

Referee's expression: "Illegal position!"

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

Example of correct playing figures position before flick-off

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 offence 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 completely into the opposing half by the designated playing figure.

When the offence 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.

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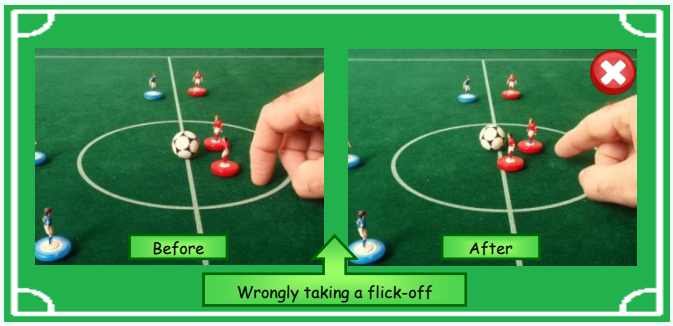
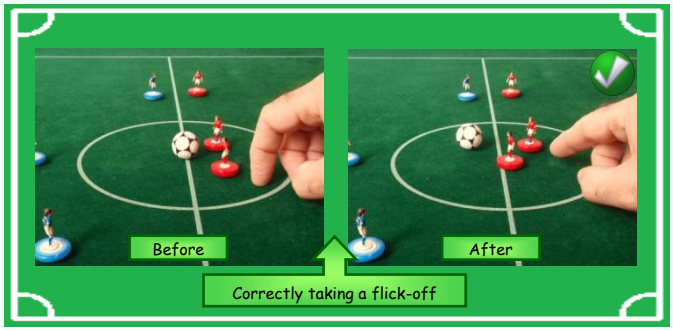
Examples of taking a flick-off





4.2.4. The playing figure taking the flick-off may not play or attempt to play (see rule 5.2.3) the ball again until:

a. Another attacking playing figure or the attacker's goalkeeper has played/been touched by the ball; or
b. Possession of the ball has changed; or
c. A flick-in, free-flick, corner-flick, goal-flick or penalty-flick is awarded to the attacker; or
d. A block-flicked playing figure has touched the ball and the attacker requests to play on.

When the offence 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 offence 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.

4.2.5 D. The time limit for a disabled player is 15 seconds.

When the offence 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.

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.

Remarks:

1. If the ball completely passes a goal- or touchline after an offence has been committed and the offended player requests to play on, then a flick-in/corner-flick/goal-flick shall be awarded to the offended player, regardless of the conditions that existed before the ball went out of play.

2. If the ball ends up in the offended player's goal after an offence has been committed and he requests a "play-on", then a goal-flick is awarded

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3. If the ball ends up in the goal of the offender after an offence has been committed and the offended player requests a "play-on", then a goal is awarded to the offended player, provided that all conditions for correct scoring were satisfied, see rules 7.1 and 7.3. If scoring conditions were not satisfied, a corner-flick shall be awarded to the offended player instead.

4.3.3. The referee shall interrupt the game when an offence is committed and the offended player does not request to play on. Immediately after the ball has become stationary, the offended player has to inform the referee if he intends to continue playing by stating "play on" or he accepts the awarded sanction. However, while the ball is moving, the attacker may continue playing without stating his intention. By doing so, the attacker gives a "de facto" statement of his intention to play on and therefore he cannot then ask for the sanction to be awarded to him.

Remarks:

1. If the offended player requests to play on, then the referee does not interrupt the game and the attacker does not have to wait for the defender to take any untaken block-flick or to take position behind the goal or to take control of his goalkeeper.

2. If two or more offences are committed on a single occasion and the offended player does not request to play on, it is at the offended player's disposal to choose which one of the consecutive offences he wishes to be awarded to him.

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.
f. Rule 8.2.1: Correction of the goalkeeper's position.
g. Rule 7.1.2 D: Shootable ball against disabled defender.

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

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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; or
b. The ball hits a stationary defending playing figure or the defender's goalkeeper. A stationary playing figure lying down may not gain possession of the ball, it is considered to be a neutral object; or
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!"

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.

5.1.3 D. In case the event described in 5.1.2 occurs when the ball is completely inside the shooting area of a disabled player who becomes the defender, the referee does have to allow the defender to take position behind the goal and to take control of his goalkeeper.

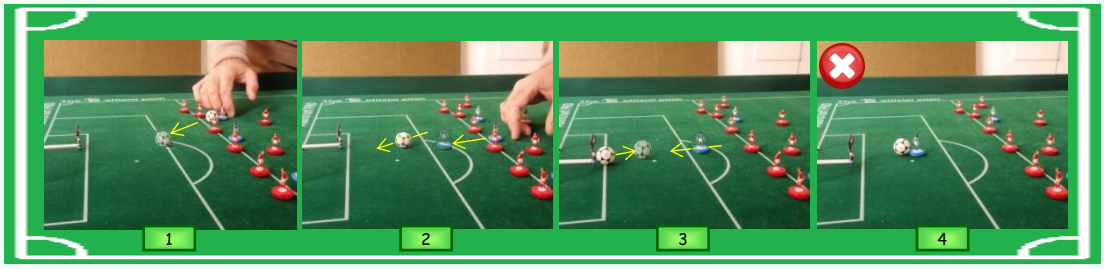
Remark: The player who becomes the attacker after the "change" does not have to wait for the defender to take position behind the goal or to take control of his goalkeeper.

Remark D: The player who becomes the attacker after the "change" does have to wait for the disabled defender to take position behind the goal and to take control of his goalkeeper in cases described by rules 5.1.3 D and 7.1.2 D.

5.1.3.1. If after any of the events described in 5.1.2 the possession of the ball has changed and a moving playing figure of the player that was the attacker before the "change" touches the ball or any stationary playing figure of either player, then the touch is considered to be an incorrect block-flick, even if the playing figure was flicked before the "change" of possession. Consequently, punishments provisioned by rule 6.2.4 are applied accordingly against the player that was the attacker before the "change".

Example of the situation

1. *Player A (attacker) flicks his playing figure A1 and plays the ball.*
2. *While the ball is moving, the attacker flicks his playing figure A2.*
3. *Before A2 touches the ball, the ball is touched by player's B (defender's) goalkeeper.*
4. *After the goalkeeper's touch (change of possession), moving A2 touches the ball.*



A free-flick is awarded to player B, because player A did not have the possession of the ball at the moment his playing figure A2 touched the moving ball (rule 6.2.4 (iii)).

5.1.3.2. However, this rule does not apply to the playing figure which played the ball last before the "change", provided that this playing figure was not flicked again after it touched the ball, see rule 5.3.3.

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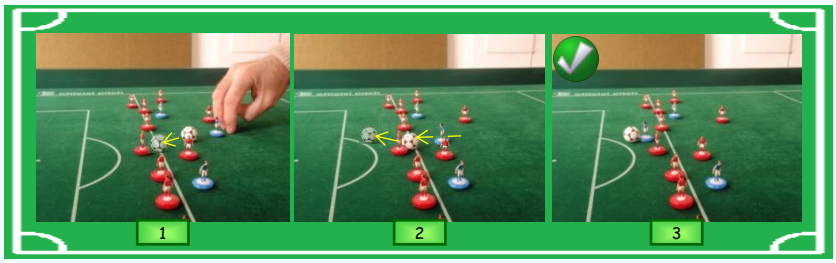
Examples of the situation

1st example

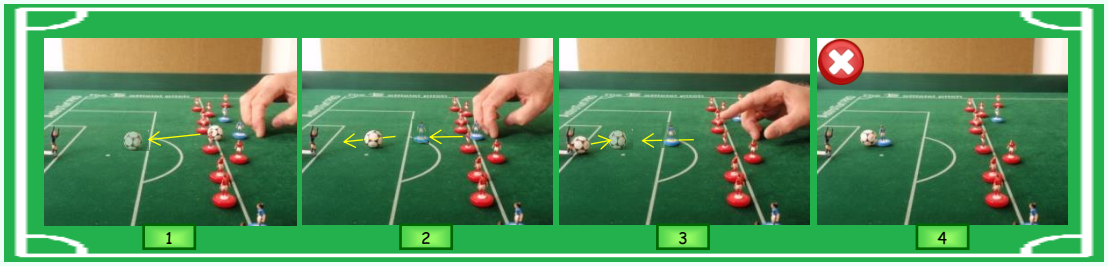
1. *Player A (attacker) flicks his playing figure A1 and plays the ball.*
2. *The ball touches player's B (defender's) stationary playing figure B1.*
3. *After the touch (change of possession), moving A1 touches the ball again.*



Player A regains possession of the ball.

2nd example

1. *Player A (attacker) flicks his playing figure A1 and plays the ball.*
2. *While the ball is moving, the attacker flicks his playing figure A1 again.*
3. *Before A1 touches the ball, the ball is touched by player's B (defender's) goalkeeper.*
4. *After the goalkeeper's touch (change of possession), moving A1 touches the ball.*



A free-flick is awarded to player B, because player A flicked his playing figure A1 again after it touched the ball and he did not have the possession of the ball at the moment A1 touched the moving ball (rule 6.2.4 (iii)).

5.1.3.3. If after any of the events described in 5.1.2 the possession of the ball has changed and a playing figure of the player that was the attacker before the "change" is hit by a moving playing figure of the player that was the defender before the "change", then the touch is considered to be an incorrect block-flick committed by the player that was the defender before the "change".

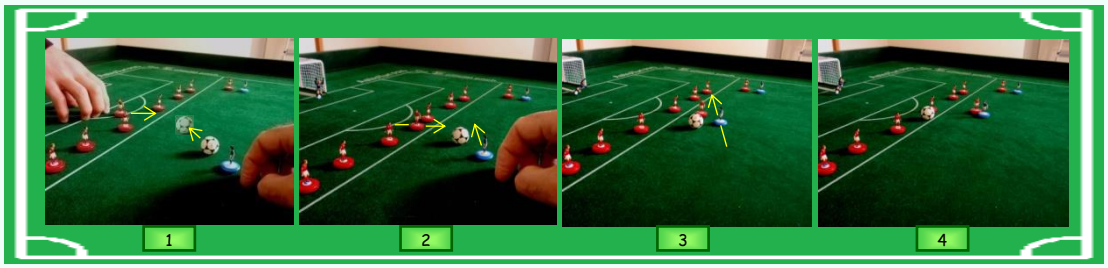
When the offence occurs:

Referee's expression: "Change – Back!" for the player that was the attacker before the "change"

Punishment: If back is claimed the referee shall reposition the offending playing figure to its previous position. Then the referee shall position the offended playing figure where the offence took place and shall give the signal for the game to continue by stating: "play!" However, possession of the ball changes to the defender, whether back is requested or not.

Example of the situation

1. *Player A (attacker) plays the ball with his playing figure A1. Player B (defender) takes a block-flick with his playing figure B1.*
2. *The attacker flicks his playing figure A1 attempting to touch the stationary ball again.*
3. *A1 misses the ball (change of possession) and continues its run.*
4. *Moving playing figure B1 hits the moving playing figure A1.*



Back is awarded to player A, possession changes to player B.

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5.2 Attacking

5.2.1. The attacker may play a moving or stopped ball, but may not play or attempt to 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; or
b. Another attacking playing figure has been touched by the ball; or
c. Possession of the ball has changed; or
d. The ball has completely crossed the goal- or touchlines.

When the offence occurs:

Referee's expression: "Illegal flicking - Free-flick"

Punishment:

a. Free-flick from where the attacker has flicked illegally. See rule 11.
b. Free-flick from the penalty-spot if the offence has been committed in the attacker's penalty-area. See rule 11.1.3.

Remark: The attacker has to count his playing figure's "used" flicks himself. The referee, although he also has the obligation to count a playing figure's "used" flicks, is not allowed to announce to the players the number of the consumed or the remaining flicks of a playing figure, even if he is asked by a player to do so.

5.2.2. However, if the played attacking playing figure flicks the ball onto a defensive playing figure and from there it rebounds back to the played attacking playing figure, the requirement of change of possession is not fulfilled in order to regain three consecutive flicking opportunities. On the contrary, if the ball rebounds back to the played attacking playing figure from the defender's goalkeeper, then the requirement of change of possession is satisfied and the attacking playing figure's right to three flicking opportunities is renewed.

Remark: A goal scored after a situation like any of the above has happened shall be awarded only if the ball was originally shot from completely inside the defender's shooting-area. Otherwise, a goal-flick shall be awarded to the defender instead.

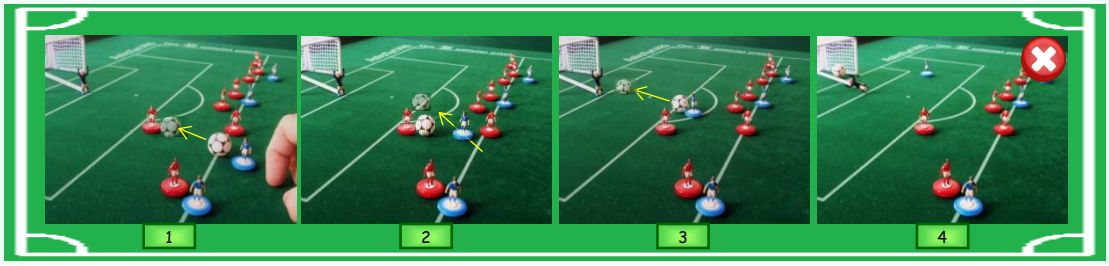
Example of correct scoring

1. *Player A (attacker) shoots the ball which is inside the shooting-area with his playing figure A1.*
2. *The ball touches player's B (defender's) stationary playing figure B1 while A1 is still moving.*
3. *The ball rebounds back to A1 and ends up into the defender's goal.*

A goal is awarded to player A.

Example of incorrect scoring

1. *Player A (attacker) plays the ball which is outside the shooting-area with his playing figure A1.*
2. *The ball touches player's B (defender's) stationary playing figure B1 while A1 is still moving.*
3. *The ball rebounds back to A1.*
4. *The ball ends up into the defender's goal.*



A goal-flick is awarded to player B.

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.

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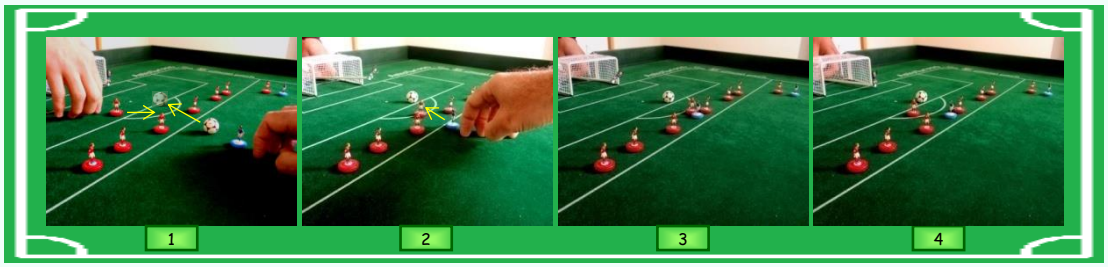
5.2.4. An attempt of a playing figure to play the ball which failed because it was intercepted by an incorrect block-flick (back or free-flick, see rule 6.2.4) does not add to the attacking playing figure's "used" flicks if the attacker decides to play on.

Example of the situation

1. *Player A (attacker) plays the ball with his playing figure A1. Player B (defender) takes a block-flick with his playing figure B1.*
2. *The attacker flicks A1 a second time attempting to touch the ball again.*
3. *Moving playing figure B1 hits the moving playing figure A1 which misses the ball.*
4. *The attacker decides to play on.*



The attacker may play the ball two more times with playing figure A1.

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 offence occurs:

Referee's expression: "Foul play - Free-flick / Penalty-flick"

Punishment:

a. Free-flick from where the attacking playing figure has fouled any playing figure, goalkeeper, or the defender's body, before hitting the ball. See rule 11.
b. Penalty-flick if the offence has been committed in the attacker's penalty-area. See rule 12.

5.3.2. However, if the defender has deliberately positioned his body, or deliberately kept his hand on the playing board, in the way of the attacker's flicked playing figure, intending to prevent the attacker from playing the ball or to change the route of the attacking playing figure after the ball was hit, a free-flick shall be awarded to the attacker.

When the offence 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 offence has been committed in the defender's penalty-area. See rule 11.1.3.

5.3.3. After having touched the ball, the attacking playing figure may touch any other attacking playing figure, a goalkeeper or the defender's body before coming to rest. However, the attacker's flick may not cause (either directly or indirectly) the displacement of two or more defending playing figures standing completely inside the defender's half.

Remark: The term "indirectly" means that the defending playing figures are not hit directly by the flicked attacking playing figure, but by any other affected attacking or defending playing figure (NOT by the ball).

When the offence occurs:

Referee's expression: "Smashing - Free-flick"

Punishment: Free-flick from where a second defending playing figure was touched. See rule 11.

Remark: Notwithstanding the above restriction, an attacker's flick which a) is obviously a shot at goal or an attempt to force a flick-in, a corner-flick or a goal-flick or b) is taken while the ball is moving, may cause the displacement of any number of defending playing figures without being punished.

5.3.3.1. If an attacking playing figure flicked once touches the ball more than once, this playing figure keeps (or regains) possession of the ball. Such subsequent touches of the ball do not count as new attempts to flick, therefore they do not add to the attacking playing figure's "used" flicks.

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Example of the situation

1. Player A (attacker) plays the ball with his playing figure A1 for the first time.
2. The ball touches player's B (defender's) stationary playing figure B1 while A1 is still moving.
3. The ball rebounds back to A1.

The attacker may still play the ball two more times with playing figure A1.

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

When the offence occurs:

Referee's expression: "Change – Back!"

Punishment: If back is claimed by the offended player the referee shall reposition 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.

5.3.5. If the stationary ball is touching simultaneously an attacking playing figure and one or more other 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.

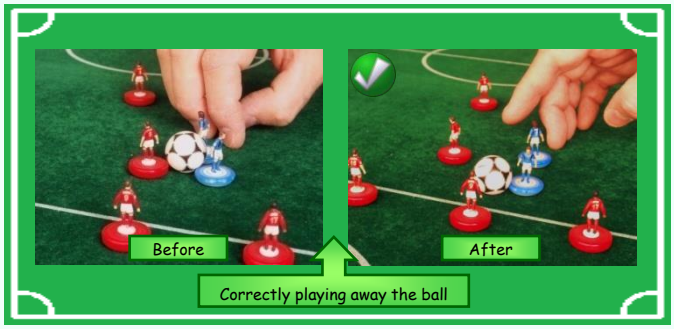
When the offence occurs:

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 attacker's penalty-area. See rule 11.1.3.

Examples of playing the ball away from more than one playing figures



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Remark: 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 figures 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".

5.4. Limited flick

5.4.1. If the attacker, when attempting to flick a playing figure at the ball, needs to position any part of his body behind the defender's goal-line in a way that requires the defender to move out of convenient reach of the goalkeeper or hinders in any way the line of vision or the goalkeeping of the defender, the referee shall allow the attacker to take his flick, then allow the defender time to take his block-flick.

Procedure to be followed:

Referee's expression: "Limited flick!"

Referee's action: 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!"

Remark: It must be clear that the concept of limited flick may not be extended to other situations where the attacker does not hinder the line of vision or 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 line of vision or the goalkeeping of the defender (even if the attacker is positioned behind the defender's goal-line) or when the defender's spare-goalkeeper is in play.

Examples of situations where a limited flick must be applied

Examples of situations where a limited flick must not be applied

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

When the offence occurs:

Referee's expression: "Illegal flicking - Free-flick"

Punishment:

a. Free-flick from where the attacker has flicked illegally. See rule 11.
b. Free-flick from the penalty-spot if the offence has been committed in the attacker's penalty-area. See rule 11.1.3.

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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; or
b. The ball hits a stationary defending playing figure or the defender's goalkeeper. A stationary playing figure lying down may not gain possession of the ball, it is considered to be a neutral object; or
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.

6.1.3.1. If after any of the events described in 6.1.2 the possession of the ball has changed and a playing figure of the player that was the defender before the "change" touches the ball, then the touch is considered to be a valid attacking flick, even if the playing figure was flicked before the "change" of possession.

Example of the situation

1. *Player A (attacker) plays the ball with his playing figure A1. Player B (defender) takes a block-flick with his playing figure B1.*
2. *The ball touches defender's stationary playing figure B2.*
3. *After the touch (change of possession), B1 touches the ball.*

Player B is considered to have played the ball normally and has two more flicks at the ball with playing figure B1.

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 offence occurs:

Referee's expression: "Illegal flicking – Free-flick / Back"

Punishment:
a. Back if neither the ball nor any playing figure of either player was touched by the illegally flicked playing figure. If back is claimed, the referee shall reposition the illegally flicked playing figure to its previous position. Then, the referee shall give the signal for the game to continue by stating: "play!"
b. Free-flick from where the defender has flicked illegally if the illegally flicked playing figure has touched the ball or any playing figure of either player. See rule 11.
c. Free-flick from the penalty-spot if the offence has been committed in the defender's penalty-area and the illegally flicked playing figure has touched the ball or any playing figure of either player. See rule 11.1.3.

Remark: A block-flick is considered to be taken if, while the defender has his finger behind one of his playing figures without hindering the attacker's play, a moving attacking playing figure pushes a defending playing figure onto the defender's hand after the ball is played.

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6.2.2. A block-flick taken by the defender after the attacker has missed the ball is considered to be 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 take his block-flick and wait until the defending playing figure has stopped moving and the defender is ready to play, before he declares the match to continue by stating: “play!”.

Remark: Notwithstanding the above, in all situations - even in the following ones - the referee has to state “play!” if the defender delays to take his block-flick more than the required 5 seconds. See rule 10.8.3. In this case, the untaken block-flick is lost.

Remark D: The time limit for a disabled player is 10 seconds. See rule 10.8.3 D.

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 position any part of his body behind the defender’s goal-line in a way that requires the defender to move out of convenient reach of the goalkeeper or hinders in any way the line of vision or the goalkeeping of the defender, the referee shall allow the attacker to make his flick, then allow the defender time to take his 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 provided that 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 fulfils 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: The referee interrupts the game and allows the defender to reinstall his goalkeeper as soon as the attacker has completed the five attacking flicks provisioned by Rule 9.2.1.e, provided that the ball is stationary. After the spare-goalkeeper has been removed from the playing area, the referee 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 D. Rule 7.1.2 D: When the ball becomes shootable and the defender is a disabled player, the referee shall allow the defender time to take position behind the goal and take control of his goalkeeper.

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

When the offence occurs:

Referee’s expression: “Incorrect block-flick - 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).

Punishment: 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 attacking playing figure: Free-flick (iii).

(i) If back is claimed the referee shall reposition 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 any stationary playing figure of any player, a free-flick (iii) shall only be awarded if a violated attacking playing figure has been prevented from playing a moving ball or if the gameplay in the area near the ball was somehow affected as a result of the infringement. Otherwise a back shall be applied as mentioned under (i).
(iii) Free-flick from where the defender’s playing figure has committed the offence. Free-flick from the penalty-spot, if the offence has been committed in the defender’s penalty-area. See rule 11.1.3.
(iv) If back is claimed, the referee shall reposition the defender’s offending playing figure (and the eventually affected ball) to its (their) previous position(s). The referee shall position the offended attacking playing figure where the offence took place and shall 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 rule 5.2.3.1.

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Remark: If the moving ball hits a stationary defending playing figure after the defender has committed an incorrect block-flick (cases 6.2.4 (i, ii or iii)) and the attacker requests to play on, the possession of the ball remains with the attacker.

6.2.4.1. In case the attacker requests to play on after the defender has committed an offence, the defender is never entitled to a new block-flick.

Remark: The defender may not take a new block-flick even if the offence was committed by a block-flick that corresponded to a previous flick of the attacker.

Remark: The defender may not take a new block-flick also when the attacker does not request to play on. See rule 6.2.7.d.

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 playing figure hinders the attacker's next flick, the attacker may ask for back or free-flick.

When the offence 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 reposition 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 was 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 defender's penalty-area by a block-flicked playing figure while the ball was moving. See rule 11.1.3.

Remark: Please see rule 10.6.

6.2.5.1. Regardless if the attacker requests a back/free-flick or plays on, he may only flick the same attacking playing figure he had chosen before the offence took place and he is not allowed to change the table's side from which he was playing.

When the offence occurs:

Referee's expression: "Illegal behaviour - Free-flick"

Punishment:

a. Free-flick from where the chosen attacking playing figure is positioned at the moment of the offence. See rule 11.
b. Free-flick from the penalty-spot if the offence has been committed in the attacker's penalty-area. See rule 11.1.3.

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

When the offence 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 offence has been committed in the attacker's penalty-area. See rule 11.1.3.

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; or
b. Possession of the ball has changed to the defender; or
c. The ball has completely crossed the goal- or touchlines; or
d. A free-flick has been awarded and the offended player does not request to play on.

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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 provided that:

a. the ball was shot from completely inside the opposing shooting-area, regardless of the shooting playing figure's initial position; and

b. the playing figure that shot the ball was flicked before the signal to end the period or the game had 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!”

7.1.2 D. When the ball becomes shootable and the defender is a disabled player, the referee shall allow the defender time to take position behind the goal and take control of his goalkeeper, before he declares the match to continue by stating: “play!”.

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

7.1.4. Provided that all conditions for correct scoring are satisfied (see rules 7.1.1 and 7.3), if the ball destined to end up in the defender’s goal is stopped illegally by the unfastened goal-net or the defender’s goalkeeper while the spare-goalkeeper is in the playing area (either on purpose or by mistake), a penalty-flick shall be awarded to the attacker. See rule 12.

Remark: Before awarding a penalty-flick, the referee must be 100% certain that the ball was definitely going into the 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 or behind the goal-line. See rule 15.1.1.4.

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.

7.3.3. If the ball rebounds directly off a post or the 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.

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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 offence occurs:

Referee's expression: "Illegal manipulation - Free-flick"

Punishment: Free-flick from the penalty-spot. See rule 11.1.3.

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

When the offence occurs:

Referee's expression: "Illegal manipulation - Free-flick / Penalty-flick"

Punishment:

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

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 rule 7.2.2.), or behind the goal-line (see rule 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 rule 6.2.

Remarks:

1. The player who saves a shot using his goalkeeper does not have to wait for the defender to take his block-flick while the ball is moving. After the ball has stopped and only if there are playing figures that need to be placed, the referee interrupts the game and follows the procedure described in 2.1.2.5.

2. The defender is not entitled to take a block-flick, if after the shot the ball is deflected by the defender's goalkeeper and then it hits an attacking playing figure. See rule 8.1.3.

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; or
b. Another attacking playing figure has been touched by the ball; or
c. Possession of the ball has changed.

When the offence occurs:

Referee's expression: "Illegal manipulation - Free-flick"

Punishment: Free-flick from the penalty-spot of the offending player's penalty-area. See rule 11.1.3.

8.1.5.1. Every touch of the ball by the goalkeeper (including a save) or by the spare-goalkeeper adds up to the maximum three flicks the goalkeeper is allowed to take.

Examples:

1. *If the goalkeeper has already touched the ball one time, the attacker may flick his spare-goalkeeper at the ball only two more times.*
2. *If the goalkeeper has already touched the ball three times in a row, the attacker may not use his spare-goalkeeper, unless he touches the ball with another playing figure.*
3. *If the goalkeeper touches the ball more than once when making a save, a single touch shall be counted.*

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

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 touch the goal-area line.

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When the offence occurs:

Referee's expression: "Illegal manipulation - Free-flick / Penalty-flick"

Punishment:

a. Interruption of the game, if the referee notices that a part of the goalkeeper goes past the line of the goal-area or touches the goal-area line before a shot is taken and while the ball is stationary. This interruption must be accompanied by the loss of any untaken block-flick. After the defender has corrected the position of his goalkeeper, the referee gives the signal to play on.

b. Free-flick from the penalty-spot the first time the goalkeeper saves a shot while illegally positioned. See rule 11.

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

Remark: The referee may decide on illegal manipulation in any case the goalkeeper goes 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.

Example of situations where a goalkeeper is positioned correctly

Examples of situations where a goalkeeper is positioned illegally

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 offence occurs:

Referee's expression: "Keeper-foul - Free-flick"

Punishment: Free-flick from the penalty-spot. See rule 11.1.3.

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

When the offence occurs:

Referee's expression: "Keeper-foul - Free-flick"

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

Example of a goalkeeper hindering an attacking playing figure into or through the goal-area

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8.3. Substitution

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

8.3.2. A broken or damaged goalkeeper may be substituted at any time during the match provided that 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.

Procedure to be followed:

Player's expression: "Substitution!"

Referee's action:

The referee shall check if the replacement goalkeeper fulfils the defined regulations, then gives the defender time to take an untaken block-flick. 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.

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Rule 9: Spare-goalkeeping

9.1. Application

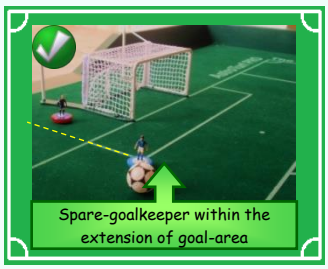
9.1.1. To enter the game, the spare-goalkeeper shall be positioned by the player completely inside the goal-area or behind the goal-line within the extension of the goal-area lines.

When the offence occurs:

Referee's expression: "Illegal manipulation - Free-flick"

Punishment: Free-flick from the penalty-spot. See rule 11.1.3.

Examples of correct spare-goalkeeper positioning



Examples of incorrect spare-goalkeeper positioning

9.1.2. The spare-goalkeeper may enter the game under the following conditions:

a. the spare-goalkeeper's player is in possession of the ball; and

b. 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

c. an untaken block-flick has been taken by the defender.

When the offence occurs:

Referee's expression: "Illegal manipulation - Free-flick"

Punishment: Free-flick from the penalty-spot. See rule 11.1.3.

Remark: The offence is committed at the moment the spare-goalkeeper is placed on the playing area. Therefore, the offending player always has the right to use his goalkeeper in the ensuing action, whether he had the time to flick his spare-goalkeeper or not.

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

When the offence occurs:

Referee's expression: "Illegal playing figure number - Free-flick."

Punishment: Free-flick from the penalty-spot of the offending player's penalty-area. 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 spare-goalkeeper may not score a regular goal or take a flick-in, a free-flick, a flick-off, a corner-flick or a penalty-flick with its first flick.

9.2. Removing the spare-goalkeeper

9.2.1. The spare-goalkeeper may be taken off the playing area any time to reinstall the goalkeeper provided that the ball is stationary, the spare-goalkeeper's player is in possession of the ball and the spare-goalkeeper has played the ball at least once after it entered the game. If the spare-goalkeeper's

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player has lost possession of the ball, the spare-goalkeeper remains in the game and the goalkeeper may be reinstalled only when:

a. Possession of the ball has been re-gained by the spare-goalkeeper's player. However, if the played attacking playing figure flicks the ball onto a defensive playing figure 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-goalkeeper; or
b. The ball has crossed either touch- or goal-line; or
c. A free-flick or penalty-flick is awarded to the spare-goalkeeper's player; or
d. A penalty-flick is awarded against the spare-goalkeeper's player and the offended player does not request to play on.
e. The attacker has played the ball five times and the ball is stationary. The attacker is allowed to exceed the number of five attacking flicks and score in the empty goal while the ball is still moving after he takes his fifth flick.

Remark: The referee shall allow the defender to reinstall his goalkeeper exclusively in cases described in 9.2.1.

9.2.1.1. If a free-flick (see rule 6.2.4) is committed by the defender while his spare-goalkeeper is still in the playing area and the attacker does not request to play on, the last attacking flick is not added to the already taken attacking flicks against the empty goal. Furthermore, the taking of the free-flick is also not added to the number of taken attacking flicks. Thus, after the attacker has taken the free-flick, he has exactly the same number of remaining attacking flicks against the empty goal, as he had before he last played for the ball.

9.2.1.2. The spare-goalkeeper is not allowed to play the ball again when the ball is completely outside his shooting-area **and** the ball has been played by another attacking playing figure after the spare-goalkeeper entered the playing area.

When the offence occurs:

Referee's expression: "Illegal flicking - Free-flick"

Punishment:

a. Free-flick from where the attacker has flicked illegally. See rule 11.
b. Free-flick from the penalty-spot if the offence has been committed in the attacker's penalty-area. See rule 11.1.3.

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

When the offence 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 offence has been committed in the offending player's penalty-area. See rule 11.1.3.

9.2.3. After having been removed, the spare-goalkeeper may only be used again when the ball has been played by another playing figure or goalkeeper.

When the offence occurs:

Referee's expression: "Illegal flicking - Free-flick"

Punishment: Free-flick from the penalty-spot. See rule 11.1.3.

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Rule 10: Foul-play and misconduct

10.1. Yellow card

10.1.1. 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 offence occurs:

Referee's expression: "Finger-foul - Free-flick / Penalty-flick / Back"

Punishment: a. The offending player is the attacker

(1) Free-flick from where the attacker has touched another playing figure. See rule 11.
(2) Penalty-flick if the offence has been committed in the attacker's penalty-area. See rule 12.
(3) Back if the flick was a positional one or a tick-flick. If back is claimed, the referee shall reposition all affected playing figures to their previous positions. Then, the referee shall give the signal for the game to continue by stating: "play!"

Punishment: b. The offending player is the defender

Back. If back is claimed, the referee shall reposition all affected playing figures to their previous positions. Then, the referee shall give the signal for the game to continue by stating: "play!"

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

10.5. Handball

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

When the offence occurs:

Referee's expression: "Handball - Free-flick / Penalty-flick"

Punishment:

a. Free-flick from where the ball has been touched. See rule 11.
b. Free-flick from the penalty-spot if the offence has been committed unintentionally in the offending player's penalty-area and the ball was not heading into the goal. See rule 11.1.3.
c. Penalty-flick if the offence has been committed intentionally in the offending player's penalty-area or the ball was probably heading into the goal. See rule 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 offence, a free-flick 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.

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When the offence occurs:

Referee's expression: "Obstruction - Free-flick"

Punishment:

a. Free-flick from the position of the ball at the moment of the offence. See rule 11.
b. Free-flick from the penalty-spot if the ball has been positioned in the offending player's penalty-area at the moment of the offence. See rule 11.1.3.

Examples of offences:

1. *The attacker prevents a block-flick from being taken by keeping or putting his hand on the playing pitch without actually flicking a playing figure.*
2. *The defender obstructs the attacker's view of the area where the playing figure or the ball is going to be played.*
3. *The defender physically hinders the attacker's play in order to make his block-flick.*

10.6.2. 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.

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 ask no questions and 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.

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 rules 11.2.2, 14.2.3 and 16.2.3.

10.7.2.4. The attacker shall ask the referee for permission to take a tick-flick and to announce that it is being taken: "offside? - tick!"

10.7.2.5. Both players may announce the substitution/repair of a playing figure or the goalkeeper: "substitution! / repair!"

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.

10.7.2.8. The attacker may choose that no positional flicks will be taken by any player in case of a free-flick or a flick-in: "no flicks!"

When the offence occurs:

Referee's expression: "Misconduct - Free-flick"

Punishment:

a. Free-flick from the position of the ball at the moment of the offence. See rule 11.
b. Free-flick from the penalty-spot if the ball has been positioned in the offending player's penalty-area at the moment of the offence. See rule 11.1.3.

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.

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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 offence occurs:

Referee's expression: "Time wasting - Free-flick"

Punishment:

a. Free-flick from the position of the ball at the moment of the offence. See rule 11.
b. Free-flick from the penalty-spot if the ball has been positioned in the offending player's penalty-area at the moment of the offence. See rule 11.1.3.

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

10.8.2 D. The time limit for a disabled player is 15 seconds.

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.

10.8.3 D. The time limit for a disabled player is 10 seconds.

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

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

10.9. Illegal behaviour

10.9.1. When a player takes up position to shoot, by placing his 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 hand from the playing board until the shot has been completed.

When the offence occurs:

Referee's expression: "Illegal behaviour - Free-flick"

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

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Rule 11: Free-flick

11.1. Definition

11.1.1. All free-flicks are to be taken indirectly, meaning that there must be at least another flick by the attacker before a goal can be scored. Please consider rule 12 in the case of a penalty-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 shall be taken from the point where the offence took place. The ball shall be placed on the exact point of the offence. If there are any playing figures on the point where the ball has to be placed (i.e. Offside - Free-flick), they have to be moved and placed by the referee in the way described in rule 2.3. A free-flick for an offence 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 first nominate the playing figure to take the free-flick, before any positional flick is taken. The playing figure to take the free-flick shall be placed as desired on the playing surface.

When the offence 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. Optionally, the attacker has the right to decide that no positional flicks will be taken by any player, by stating "no flicks!". 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 (including the one nominated to take the free-flick) or the ball, if still on the playing surface.

When the offence occurs:

Referee's expression: "Back"

Punishment: If back is claimed by the offended player, the referee shall reposition 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. No "distance" may be claimed by the offended player if "no flicks" is asked.

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.

11.2.4.1. When taking the free-flick, the ball must be clearly touched by the designated playing figure.

When the offence occurs:

Referee's expression: "Illegal flicking - replay / Change of free-flick right"

Punishment: If the ball is not touched

a. The free-flick shall be retaken
b. If after retaking the free-flick the ball has still not been touched, the right to take the free-flick from the spot where the ball is positioned changes to the opponent.

11.2.5. The playing figure taking the free-flick may not play or attempt to play (see rule 5.2.3) the ball again until:

a. Another attacking playing figure or the attacker's goalkeeper has played/been touched by the ball; or
b. Possession of the ball has changed; or
c. A flick-in, free-flick, corner-flick, goal-flick or penalty-flick is awarded to the attacker; or
d. A block-flicked playing figure has touched the ball and the attacker requests to play on.

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When the offence occurs:

Referee's expression: "Illegal flicking - Free-flick"

Punishment:

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

b. Free-flick from the penalty-spot if the offence has been committed in the attacker's penalty-area. See rule 11.1.3.

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Rule 12: Penalty-flick

12.1. Definition

12.1.1. The following offences are punished with a penalty-flick provided that the offending player commits the offence within his 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 7.1.4, 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.

12.1.1.6. Ball illegally stopped by the unfastened goal-net. See rule 7.1.4.

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 penalty-flick 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 on the playing surface.

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. See rule 9.2.1.d.

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 offence 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!"

12.2.5.1. When taking the penalty-flick, the ball must be clearly touched by the designated playing figure.

When the offence occurs:

Referee's expression: "Illegal flicking - replay / Change of penalty-flick right"

Punishment: If the ball is not touched

a. The penalty-flick shall be retaken
b. If after retaking the penalty-flick the ball has still not been touched, the right to take a free-flick from the penalty-spot changes to the opponent.

12.2.6. The playing figure taking the penalty-flick may not play or attempt to play (see rule 5.2.3) the ball again until:

a. Another attacking playing figure or the attacker's goalkeeper has played/been touched by the ball; or
b. Possession of the ball has changed; or
c. A flick-in, free-flick, corner-flick, goal-flick or penalty-flick is awarded to the attacker; or
d. A block-flicked playing figure has touched the ball and the attacker requests to play on.

When the offence occurs:

Referee's expression: "Illegal flicking - Free-flick"

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

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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

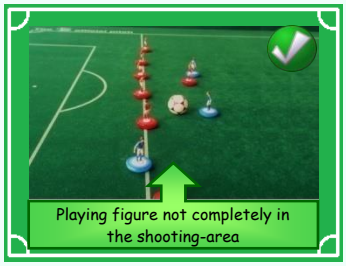
c1. nearer to the defender's goal-line than the last defending playing figure, if the goalkeeper is in use; or

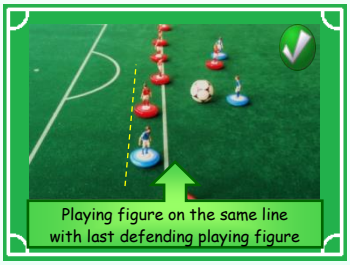
c2. nearer to the defender's goal-line than the second-last defending playing figure, if the goalkeeper has been removed and the spare-goalkeeper is in use; or

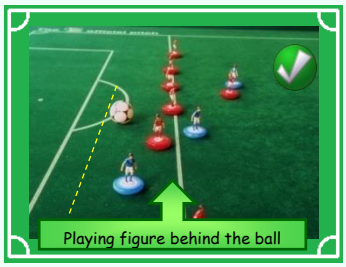
c3. on or beyond the defender's goal-line when less than two defending playing figures are also on or beyond the goal-line;

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

Examples of playing figures not in offside position







Examples of playing figures in offside position

13.1.2. Offside Declaration

13.1.2.1. An attacking playing figure in offside position shall be declared offside when:

a. the slightest part of the ball has passed the last (or second-last if the spare-goalkeeper is in use) defending playing figure's base and the ball is positioned completely in the defender's shooting-area; or

b. the attacking playing figure in offside position has been touched by the ball.

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Examples of declaring playing figures offside

1st example

1. *Playing fig. A1 is in offside position. Player A (attacker) plays the ball with playing figure A2.*
2. *The ball enters completely the defender's shooting-area, but does not pass the last defending playing figure's base.*

Playing figure A1 is not declared offside because the ball did not pass the last defending playing figure's base.

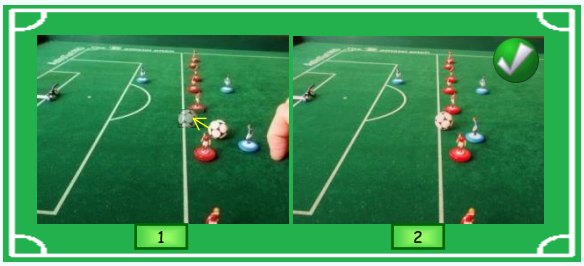
2nd example

1. *Playing fig. A1 is in offside position. Player A (attacker) plays the ball with playing figure A2.*
2. *The ball enters completely the defender's shooting-area and passes the last defending playing figure's base.*

Playing figure A1 is declared offside because the ball passed the last defending playing figure's base.

3rd example

1. *Playing fig. A1 is in offside position. Player A (attacker) plays the ball with playing figure A2.*
2. *The ball passes the last defending playing figure's base, but does not enter completely the defender's shooting area.*



Playing figure A1 is not declared offside because the ball did not enter completely the defender's shooting area

4th example

1. *Playing fig. A1 is in offside position. Player A (attacker) plays the ball with playing figure A2.*
2. *The ball passes the last defending playing figure's base and enters completely the defender's shooting area*

Playing figure A1 is declared offside because the ball entered completely the defender's shooting area.

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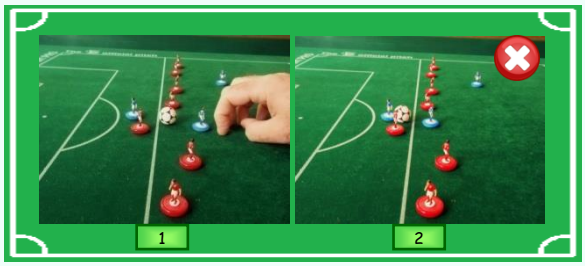
5th example

1. *Playing fig. A1 is in offside position. Player A (attacker) plays the ball with playing figure A2.*
2. *The ball does not enter completely the defender's shooting-area, but playing figure A1 is touched by the ball.*

Playing figure A1 is declared offside because it was touched by the ball while it was in offside position.

6th example

1. *Playing fig. A1 is in offside position. Player A (attacker) plays the ball with playing figure A2.*
2. *The ball enters completely the defender's shooting area, it does not pass the last defending playing figure's base, but playing figure A1 is touched by the ball.*



Playing figure A1 is declared offside because it was touched by the ball while it was in offside position.

Remark: If an attacking playing figure hits a defending playing figure after it has played the ball and sends this defending playing figure in a position where it "covers" another attacking playing figure that was originally (before the ball was played) in an offside position or sends the defending playing figure in a position where it is nearer to the defender's goal-line than the ball, an offside still has to be declared if the ball has passed the base of the originally last defending playing figure – i.e. a defending playing figure which was "pushed" after the ball was played is not taken into consideration when deciding an offside.

13.1.2.2. If the ball is already placed past the last (or second-last if the spare-goalkeeper is in use) 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 towards or parallel to the defender's goal-line by another attacking playing figure, even if the ball does not move after having been touched.

Examples of declaring playing figures offside when the ball is past the last defending playing figure

1st example

1. *Playing figure A1 is in offside position. The ball is already placed past the last defending playing figure's base and is positioned completely in the defender's shooting-area.*
2. *Player A (attacker) plays the ball with playing figure A2 towards the centre-line.*

Playing figure A1 is not declared offside because the ball was played towards the centre-line.

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2nd example

1. *Playing figure A1 is in offside position. The ball is already placed past the last defending playing figure's base and is positioned completely in the defender's shooting-area.*
2. *Player A (attacker) plays the ball with playing figure A2 towards the defender's goal-line.*

Playing figure A1 is declared offside because the ball was played towards the defender's goal-line, even if the ball did not move.

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

When the offence occurs:

Referee's expression: "Offside - Free-flick"

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

Remarks:

1. 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).

2. Playing figures or goalkeepers positioned beyond the goal-line are considered to be on the goal-line regarding an offside decision.

Examples of playing attacking playing figures offside

1st example

1. *Playing figure A1 is not in offside position. Player A (attacker) plays the ball with his playing figure A2. The ball stops outside the defender's shooting-area.*
2. *Player B (defender) takes a block-flick with his playing figure B1 which corresponds to the attacker's play (step 1). By this block-flick A1 is exposed into offside position. At the same time the attacker flicks his playing figure A2 again attempting to play the ball.*
3. *A2 touches the ball and the ball enters completely the defender's shooting-area and passes the last defending playing figure's base.*

Playing figure A1 is declared offside because A1 was exposed into offside position before the ball was last touched.

2nd example

1. *Playing figure A1 is not in offside position. Player A (attacker) plays the ball with his playing figure A2.*
2. *Player B (defender) takes a block-flick with his playing figure B1. By this block-flick A1 is exposed into offside position.*
3. *The attacker plays the moving ball again with his playing figure A2 and the ball enters completely the defender's shooting-area and passes the last defending playing figure's base.*

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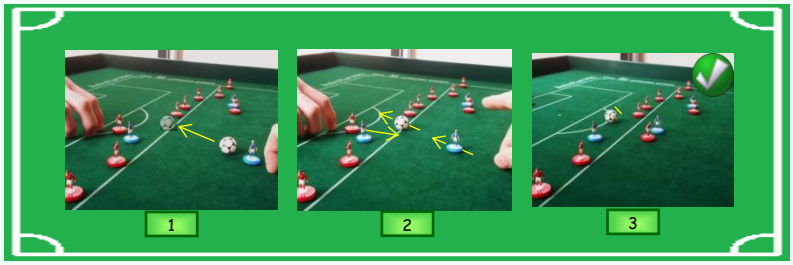
Playing figure A1 is declared offside because the block-flick was taken before the ball was last touched.

3rd example

1. *Playing figure A1 is not in offside position. Player A (attacker) plays the ball with his playing figure A2.*
2. *Player B (defender) takes a block-flick with his playing figure B1. By this block-flick A1 is exposed into offside position.*
3. *The ball enters completely the defender's shooting-area and passes the last defending playing figure's base.*



Playing figure A1 is not declared offside because the block-flick was taken after the ball was last touched.

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; or
b. The ball is played by the opponent; or
c. The ball is touched by a moving block-flicked playing figure.

Remark: 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.

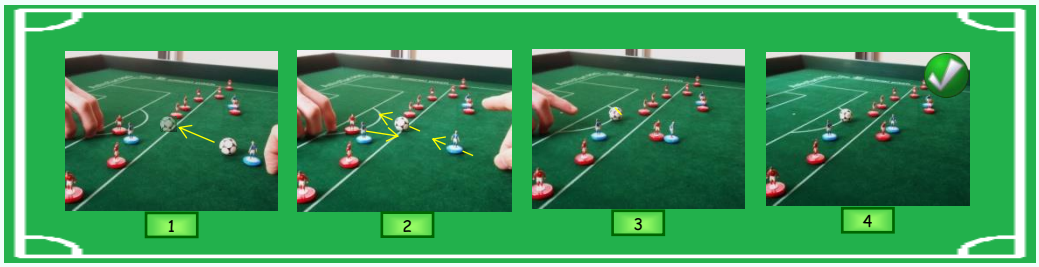
13.1.2.5. An offside positioned playing figure may be used to play the ball.

13.1.2.6. If an offside against the attacker has to be declared after the defender has committed an incorrect block-flick without involving the ball in any way, the attacker may not request to play on, otherwise the attacking playing figure in offside position shall be declared offside.

Examples of playing on an offside after the defender has committed an incorrect block-flick

1st example

1. *Playing figure A1 is not in offside position. Player A (attacker) plays the ball with his playing figure A2.*
2. *Player B (defender) takes a block-flick with his playing figure B1. By this block-flick A1 is exposed into offside position.*
3. *B1 hits the moving playing figure A2, while the ball enters completely the defender's shooting-area and passes the last defending playing figure's base.*
4. *The attacker requests to play on.*



Playing figure A1 went into offside position because of the incorrect block-flick taken with playing figure B1 after the ball was last touched. Therefore, playing figure A1 is not declared offside and the attacker may play on normally.

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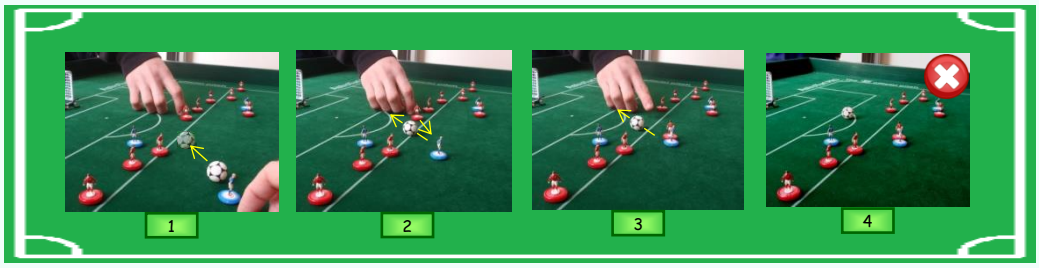
2nd example

1. *Playing figure A1 is in offside position. Player A (attacker) plays the ball with his playing figure A2.*
2. *Player B (defender) takes a block-flick with his playing figure B1.*
3. *B1 hits the moving playing figure A2, while the ball enters completely the defender's shooting-area and passes the last defending playing figure's base.*
4. *The attacker requests to play on.*



Playing figure A1 was in offside position before the incorrect block-flick was taken. Therefore, the attacker may not request to play on. He can only take the free-flick.

13.2. Passive offside

13.2.1. 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 offence 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.

Example of situation when passive offside rule applies

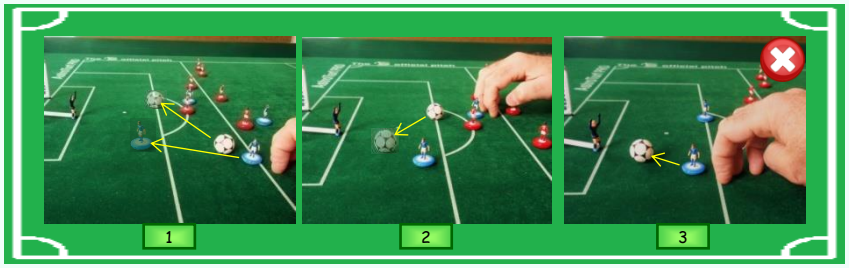
1. *Playing figure A1 is not in offside position. Player A (attacker) plays the ball with playing figure A1. Playing figure A1 goes into offside position after playing the ball.*
2. *The attacker plays the moving ball past the last defending playing figure with playing figure A2.*

Playing figure A1 is not declared offside.

Examples of situations when passive offside rule does not apply

1st example

1. *Playing figure A1 is not in offside position. Player A (attacker) plays the ball with playing figure A1. Playing figure A1 goes into offside position after playing the ball.*
2. *The attacker plays the moving ball past the last defending playing figure with playing figure A2.*
3. *The attacker plays the moving ball again with his playing figure A1.*



Playing figure A1 is declared offside because it played the ball again while the ball was moving.

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2nd example

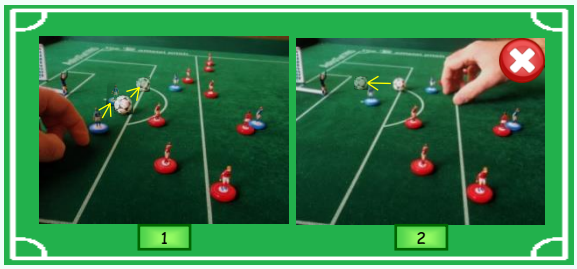
1. *Playing figure A1 is not in offside position. Player A (attacker) plays the ball with playing figure A1. Playing figure A1 goes into offside position after playing the ball.*
2. *The ball stops moving.*
3. *The attacker plays the ball past the last defending playing figure with playing figure A2.*

Playing figure A1 is declared offside because the ball had already stopped when playing figure A2 played it.

Remark: The passive offside rule does not apply to an attacking playing figure which was already in an offside position before it played the ball. Consequently, an attacking playing figure which plays the ball from an offside position and remains in offside position after it has played the ball shall be declared offside when another attacking playing figure plays the ball and any of the conditions described in rule 13.1.2. Offside Declaration is satisfied, even if the ball is still moving. Obviously, an attacking playing figure which plays the ball from an offside position and then goes into a non-offside position may not be declared offside.

Example of situation when passive offside rule does not apply

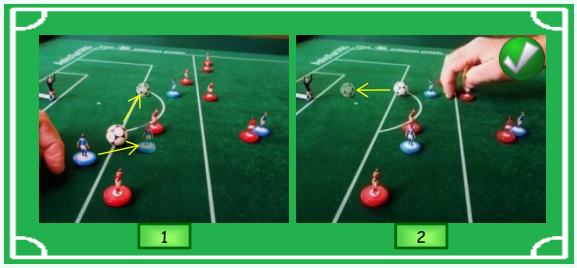
1. *Playing figure A1 is in offside position. Player A (attacker) plays the ball with playing figure A1. Playing figure A1 remains in offside position after playing the ball.*
2. *The attacker plays the moving ball past the last defending playing figure with playing figure A2.*



Playing figure A1 is declared offside because it was in offside position before it played the ball.

Example of a situation when a playing figure is played from offside to non-offside position

1. *Playing figure A1 is in offside position. Player A (attacker) plays the ball with his playing figure A1. Playing figure A1 goes into an onside position after playing the ball.*
2. *The attacker plays the moving ball past the last defending playing figure with playing figure A2.*



Playing figure A1 is not declared offside because it is not in offside position anymore.

13.2.2. An attacking playing figure is considered to be in non-offside position at the moment it takes a corner-flick. Therefore, the passive offside rule always applies to a playing figure which takes a corner-flick.

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 (see rule 5.1.2), the attacker may take three tick-

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flicks. Moreover, the attacker renews his right for three tick-flicks when a flick-in, corner-flick or goal-flick is awarded to him.

13.3.2. However, if the played attacking playing figure flicks the ball onto a defensive playing figure 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. On the contrary, if the ball rebounds back to an attacking playing figure from the defender's goalkeeper, then the requirement of change of possession is satisfied and the attacker's right for three tick-flicks is renewed.

When the offence occurs:

Referee's expression: "Illegal flicking - Free-flick"

Punishment:

a. Free-flick from where the attacker has flicked illegally. See rule 11.
b. Free-flick from the penalty-spot if the offence has been committed in the attacker's penalty-area. See rule 11.1.3.

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 offence 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, the ball and all playing figures are stationary and the game is not interrupted (the ball is in play).

When the offence occurs:

Referee's expression: "Illegal flicking - Free-flick"

Punishment:

a. Free-flick from where the attacker has flicked illegally. See rule 11.
b. Free-flick from the penalty-spot if the offence has been committed in the attacker's penalty-area. See rule 11.1.3.

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 offence occurs:

Referee's expression: "Back / Free-flick / Penalty-flick"

Punishment:

a. Back for touching any other playing figure. If back is claimed, the referee shall reposition 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 rule 11.
c. Penalty-flick if the offence has been committed in the attacker's penalty-area. See rule 12.

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.

13.4.5. For each tick-flick the defender has the right to take a block-flick. See rule 6.2. The referee allows the attacker to take his tick-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!"

When the offence 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 attacker has flicked illegally. See rule 11.
b. Free-flick from the penalty-spot if the offence has been committed in the attacker's penalty-area. See rule 11.1.3.

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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; or
b. Possession of the ball has changed.

When the offence occurs:

Referee's expression: "Illegal flicking - Free-flick"

Punishment:

a. Free-flick from where the attacker has flicked illegally. See rule 11.
b. Free-flick from the penalty-spot if the offence has been committed in the attacker's penalty-area. See rule 11.1.3.

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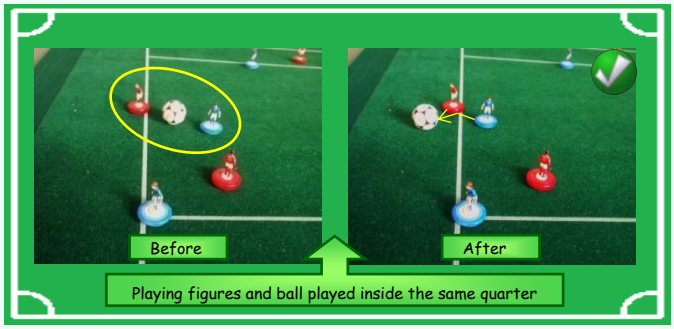
Rule 14: Flick-in

14.1. Definition

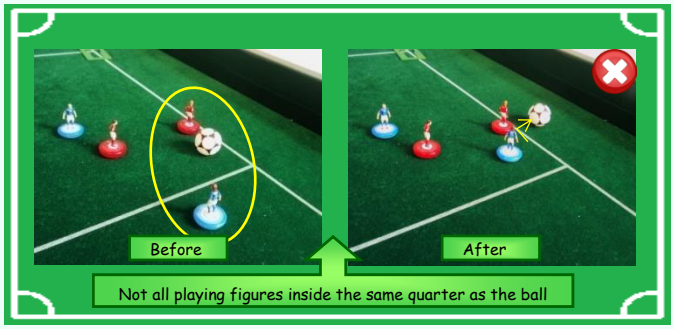
14.1.1. If the ball has completely crossed the touchline, a flick-in shall be awarded to the player whose playing figure or goalkeeper was not last to touch the ball.

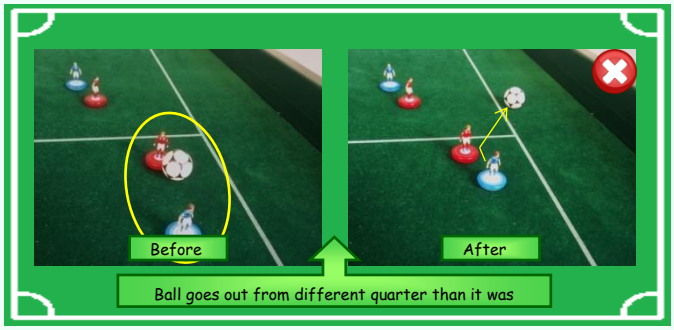
14.1.2. In order to force a flick-in, the ball, the deflecting defending playing figure(s) and the forcing attacking playing figure or goalkeeper shall all be positioned and played from completely inside the same field-quarter as the ball passes completely the touchline with its full size. All required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

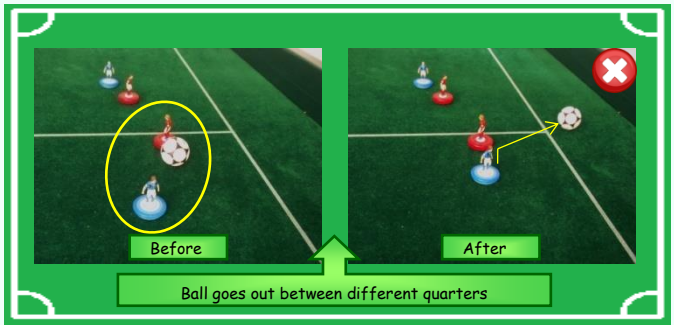
Example of correctly forcing a flick-in



Examples of incorrectly forcing a flick-in







14.1.3. A flick-in may not be forced off a playing figure that is positioned more than 21 mm off the touchline.

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14.1.4. If the defender accidentally plays the ball across the touchline with his block-flick, the attacker may accept a flick-in. See also rule 4.3.2.1.

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

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.

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 flick is taken.

When the offence 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. Optionally, the attacker has the right to decide that no positional flicks will be taken by any player, by stating "no flicks!". The ball and the playing figure nominated to take the flick-in 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 (including the one nominated to take the flick-in) or the ball, if still on the playing surface.

When the offence occurs:

Referee's expression: "Back!"

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

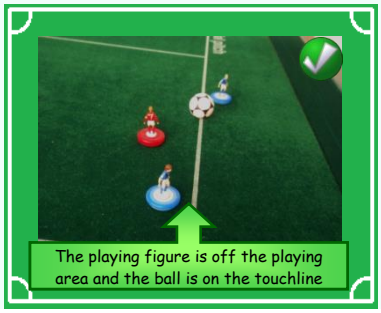
14.2.4. The playing figure to take the flick-in shall be placed off the playing area as desired to take the flick-in. The ball shall be placed centrally on the touchline.

When the offence occurs:

Referee's expression: "Foul flick-in - Change of flick-in right"

Punishment: Flick-in for the offended player.

Example of correctly placing a playing figure and the ball before taking a flick-in



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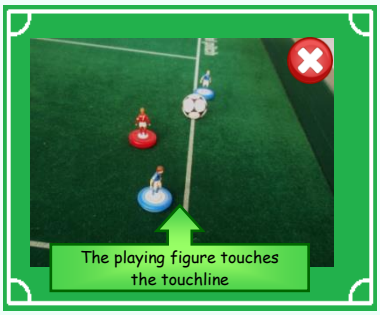
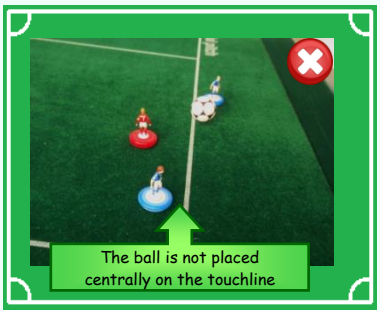
Examples of incorrectly placing a playing figure or the ball before taking a flick-in





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. No “distance” may be claimed by the attacker if “no flicks” is asked.

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

14.2.6.1. When taking the flick-in, the ball must be clearly touched by the designated playing figure.

When the offence occurs:

Referee’s expression: “Illegal flicking - replay / Change of flick-in right”

Punishment: If the ball is not touched

a. The flick-in shall be retaken

b. If after retaking the flick-in the ball has still not been touched, the right to take the flick-in from the spot where the ball is positioned changes to the opponent.

14.2.7. The attacker does not have to wait for the defender to take a block-flick after he takes a flick-in.

14.2.8. The playing figure taking the flick-in may not play or attempt to play (see rule 5.2.3) the ball again until:

a. Another attacking playing figure or the attacker's goalkeeper has played/been touched by the ball; or

b. Possession of the ball has changed; or

c. A flick-in, free-flick, corner-flick, goal-flick or penalty-flick is awarded to the attacker; or

d. A block-flicked playing figure has touched the ball and the attacker requests to play on.

When the offence occurs:

Referee’s expression: “Illegal flicking - Free-flick”

Punishment:

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

b. Free-flick from the penalty-spot if the offence has been committed in the attacker’s penalty-area. See rule 11.1.3.

14.2.9. After the taking of a flick-in the ball may not change more than one field-quarter. The ball is considered to have changed more than one field-quarter, if it completely enters with its full size a field-quarter which is not adjacent to the field-quarter from where the flick-in was taken. If the flick-in is taken from a point between two different field-quarters, the ball is not allowed to move completely out of any one of these two field-quarters.

When the offence occurs:

Referee’s expression: “Illegal flicking – Change!”

Punishment: The possession of the ball changes to the defender.

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Examples of correctly taking a flick-in

Examples of incorrectly taking a flick-in

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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 provided that 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.

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. See also rule 4.3.2.1.

15.1.4. A goal-flick may not be forced off a playing figure that is positioned more than 21 mm off the goal-line.

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

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 offence 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 offence 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 offence 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-flick as desired on the playing surface. The goal-flick shall be taken by placing the ball anywhere within the goal-area or centrally on the goal-area line. The ball may be partly outside the goal-area, but no more than half of the ball may be seen outside of it when observed directly from above. Any attacking playing figure, the spare-goalkeeper, or the goalkeeper may be used to take the goal-flick.

When the offence occurs:
Referee's expression: "Illegal flicking - Free-flick"
Punishment: Free-flick from the penalty-spot. See rule 11.1.3.

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

15.2.1.5 D. The time limit for a disabled player is 15 seconds.

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When the offence 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 offence 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 or attempt to play (see rule 5.2.3) the ball again until:

a. Another attacking playing figure or the attacker's goalkeeper has played/been touched by the ball; or
b. Possession of the ball has changed; or
c. A flick-in, free-flick, corner-flick, goal-flick or penalty-flick is awarded to the attacker; or
d. A block-flicked playing figure has touched the ball and the attacker requests to play on.

When the offence occurs:

Referee's expression: "Illegal flicking - Free-flick"

Punishment:

a. Free-flick from where the attacker has flicked illegally. See rule 11.
b. Free-flick from the penalty-spot if the offence has been committed in the attacker's penalty-area. See rule 11.1.3.

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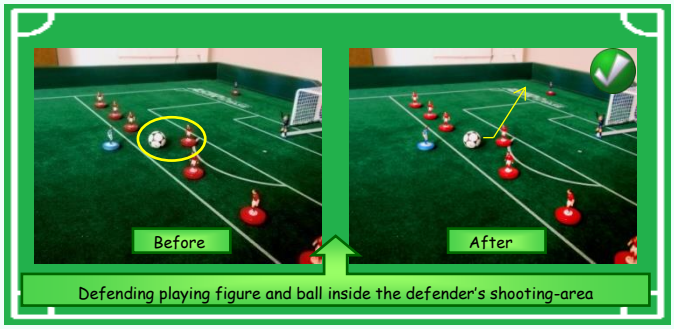
Rule 16: Corner-flick

16.1. Definition

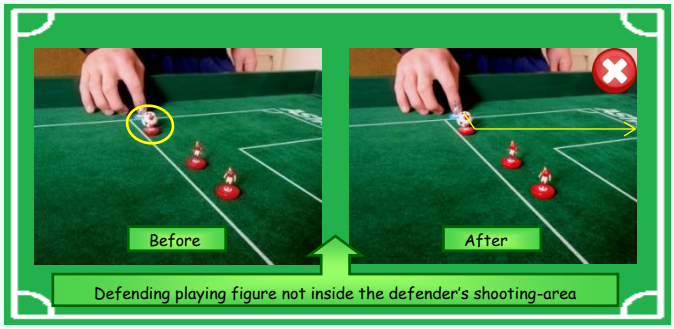
16.1.1. A corner-flick shall be awarded if the ball has crossed the goal-line in the following situations:

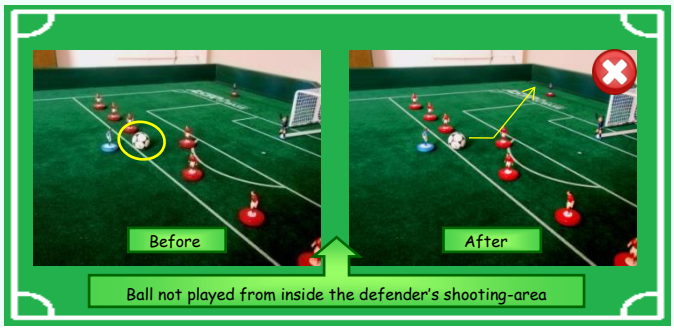
16.1.1.1. The attacker may force a corner-flick provided that the ball is played from inside the defender's shooting-area and the ball has last been deflected by one (or more) defending playing figure(s) completely inside the shooting-area or by the defending goalkeeper before passing the defender's goal-line.

Example of correctly forcing a corner-flick



Examples of incorrectly forcing a corner-flick





16.1.1.2. A corner-flick is awarded to the defender, if the attacker plays the ball across his own goal-line.

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. See also rule 4.3.2.1.

16.1.3. A corner-flick may not be forced off a playing figure that is positioned more than 21 mm off the goal-line.

16.1.4. A goal may be scored directly from a corner-flick.

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.

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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 on the playing surface.

When the offence 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. The ball and the playing figure nominated to take the corner-flick may be removed from the playing area by the referee to allow the positional flicks to be taken by either player. A positional flicked playing figure may not touch any other playing figure (including the one nominated to take the corner-flick) or the ball, if still on the playing surface.

When the offence occurs:

Referee's expression: "Back!"

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

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!"

16.2.5.1. When taking the corner-flick, the ball must be clearly touched by the designated playing figure.

When the offence occurs:

*Referee's expression: "*Illegal flicking - replay / Change of corner-flick right"

Punishment: If the ball is not touched

a. The corner-flick shall be retaken
b. If after retaking the corner-flick the ball has still not been touched, the right to take a free-flick from the spot where the ball is positioned changes to the opponent.

16.2.6. The playing figure taking the corner-flick may not play or attempt to play (see rule 5.2.3) the ball again until:

a. Another attacking playing figure or the attacker's goalkeeper has played/been touched by the ball; or
b. Possession of the ball has changed; or
c. A flick-in, free-flick, corner-flick, goal-flick or penalty-flick is awarded to the attacker; or
d. A block-flicked playing figure has touched the ball and the attacker requests to play on.

When the offence occurs:

Referee's expression: "Illegal flicking - Free-flick"

Punishment:

a. Free-flick from where the attacker has flicked illegally. See rule 11.
b. Free-flick from the penalty-spot if the offence has been committed in the attacker's penalty-area. See rule 11.1.3.

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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 shootout 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.

17.2.2 D. The time limit for a disabled player is 15 seconds.

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. No part of the goalkeeper may go past the line of the goal-area or touch the goal-area line before, during or after the shot is taken. 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.

17.2.3 D. The time limit for a disabled player is 15 seconds.

17.2.4. The referee signals for the shot to be taken by stating: “play!”

17.2.4.1. When taking the shoot-out, the ball must be clearly touched by the designated playing figure.

When the offence occurs:

Referee’s expression: “Illegal flicking-replay / Shoot-out unsuccessful”

Punishment: If the ball is not touched

a. The shoot-out shall be retaken

b. If after retaking the shoot-out the ball has still not been touched, the referee shall regard the shot as having been taken unsuccessfully.

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.

17.2.5 D. The time limit for a disabled player is 15 seconds.

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17.2.6. Only one flick is allowed to the attacker when he shoots. However, if the attacking playing figure that shoots touches the ball again before coming to rest - even if the ball has been deflected by the goalkeeper or a post or the crossbar - and the ball ends up in the defender's goal, then the goal is awarded as correctly scored.

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Part III. EQUIPMENT REGULATIONS

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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.

1.2.6. A thin line, equally distant from touchlines and goal-lines, may be marked outside the playing area to define a limit for the intended playing surface.

1.3. Homologation

1.3.1. It is necessary to ask for homologation of new pitch 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 product, with a memorandum of understanding of the conditions of rules 1.3.2 and 1.3.3.

1.3.2. To be successfully homologated, a new type of pitch must be industrially produced and distributed in sufficient quantity to supply any required order.

1.3.3 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.

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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.

2.4. It is necessary to ask for homologation of new goal 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 rules 2.5 and 2.6.

2.5. To be successfully homologated, a new type of goal must be industrially produced and distributed in sufficient quantity to supply any required order.

2.6. 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 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, the Zeugo, Astrobase and Top Spin balls.

3.3. The referee shall replace a broken ball immediately when the ball is stationary.

3.4. A painted or marked ball may only be used if both players agree. If the players cannot agree on a ball, the referee will choose a homologated white ball that in his judgment will roll better, ensuring a regular course of the game.

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 rules 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.

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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.

Remark: To ensure that players do not modify their playing figures and bases in any way, in order to make them taller, shorter, wider or thicker than permitted, referees will use the specially designed FISTF measuring tool which can check if a playing figure has been tampered with after it was bought. FISTF measuring tool's exact dimensions and design are available through FISTF Sports Department.

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 rules 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 outline of the goalkeeper's shape must have the form of a trapezoid, with a small and a large upper and lower side. The goalkeeper shall be firmly fixed to a rod, have a three dimensional defending contents of maximum 2700 mm^3 excluding the rod, and restricted by the following regulations by fulfilling the following standards:

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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 small side of the goalkeeper: 13 mm

5.1.4. Maximum width of the large side of the goalkeeper: 21 mm

5.1.5. The goalkeeper shall symbolize a human body

Remark: FISTF reserves the right to choose not to grant homologation to a goalkeeper, if the shape of the figure is deliberately and heavily departed from the natural human form, in order to utilise as much as possible of the given maximum dimensions.

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 20 cm in length and 4.5 mm of maximum width, excluding the handle.

Remark: Players are allowed to use a metallic screw nut or any other fixing mechanism to attach a goalkeeper to the goalkeeper's rod, provided that the aggregate thickness of the screw nut (or other attaching mechanism) added to the thickness of the goalkeeper figure's legs (excluding the protruding parts of the feet) is not larger than the allowed 6 mm.

5.2.2. The handle may not exceed 10 cm in length.

5.2.3. However, the aggregate length of the rod and the handle may not exceed 25 cm.

5.2.4. The bending of the goalkeeper’s rod is strictly forbidden. Only a slight angle (<10º) at the junction point between the rod and the handle is allowed.

Remark: To ensure that players do not modify their goalkeepers and rods in any way, in order to make them taller or wider or thicker than permitted, referees will use the specially designed FISTF measuring tool which can check if a goalkeeper has been tampered with after it was bought. FISTF measuring tool’s exact dimensions and design are available through FISTF Sports Department.

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 rules 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.

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Part IV. REFEREE'S GUIDE

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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.

1.1 D. In case one or both players are disabled persons, the referee shall apply the specific rules for disabled players.

1.2. The referee shall enforce the rules of the game but may refrain from penalizing in case the offended 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, using the specially designed FISTF measuring tool.

1.6. The referee shall be the sole match timer, keeping track with his 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.

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