

Regole di gioco Subbuteo tradizionale

Rev 2.2 (03-2022)



FISCT – Commissione Subbuteo

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The ~~at~~ these rules cancel they replace any previous provision.

RULE 1: MANIPULATION OF MINIATURES

1.1 FINGER TIP

- 1.1.1 A miniature will be moved by placing the index or middle finger of any hand near it, striking any part of its base with the fingernail. It is not allowed to touch the top of the playing figure (the figure) when making a stroke.

SANCTION

Infringement of the attacker: back or advantage + change of ball,

Infringement by defender: back or advantage,

- 1.1.2 The miniatures cannot be pushed, dragged, accompanied, nor can leverage be exploited with the other fingers of the hand or support with any surface except that of the game. The affected miniature will immediately leave the used fingernail. The player's hand and forearm cannot move during the stroke.

SANCTION

Infringement by the attacker: back or advantage + change of ball.

Infringement by defender: back or advantage.

- 1.1.3 A miniature can only be hit with one tap at a time (NO "double tap").

SANCTION

Infringement by the attacker: back or advantage + change of ball.

Infringement by defender: back or advantage.

- 1.1.4 A flick will also be considered to have been taken when a player has touched any part of any playing figure with any part of his body.

1.2 PLAYER POSITION

- 1.2.1 The players, while playing with one hand, can touch the barriers of the game table with the other hand to maintain balance.
- 1.2.2 A player may not simultaneously place both hands on or over the playing area while taking the stroke. Whenever a player changes the hand used to play, there must be at least a moment when clearly neither hand is above the playing area.

SANCTION

Offense by the attacker: punishment at the point where the ball is touched with the irregular touch,

Infringement by defender: back or advantage.

- 1.2.3 A player may not move the court in such a way as to destabilize it

SANCTIONS

In case of infringement by the attacker: back or advantage + change of ball.

In case of infringement by the defender: back or advantage.

1.3 NUMBER OF MINIATURES

1.3.1 Each player will use a maximum of 10 playing figures on the field, one goalkeeper and one spare goalkeeper (goalkeeper).

1.3.2 If a player uses more than 10 playing figures on the field (excluding any provisional and momentary presence of the goalkeeper), the referee must stop the game. The referee will sanction the player who committed the offense for the rest of the match, removing double the number of surplus playing figures, choosing those closest to the ball.

SANCTION

Infringement by the attacker: change the ball.

1.4 "STOP" PROCEDURE AND INTERRUPTIONS

1.4.1 In the event that the referee calls the "STOP" procedure, proceed with this sequence:

- 1) the game is interrupted to allow the referee to intervene on the case in question
- 2) the referee allows the execution of the defensive move not yet carried out, where foreseen
- 3) the referee checks that both players are ready to restart the game
- 4) the referee authorizes the restart by calling "GAME".

SANCTION

Infringement by the attacker: back or advantage + change of ball.

Infringement by defender: back.

1.4.2 In the event that the defending player asks the referee to verify a game circumstance or the explanation of a rule, thus causing the interruption of the game, he loses his defensive move if not yet carried out.

1.4.3 In case of regulatory clarifications, it will be only the referee who requests the intervention of the Chief Referee designated by the COL.

RULE 2: REPOSITIONING OF MINIATURES

2.1 MINIATURES LEAVING THE PLAYING AREA AND / OR THE PLAYING SURFACE

- 2.1.1 A playing figure that has completely crossed a sideline, without leaving the playing surface (remains on the cloth), is repositioned by the referee at the point where it exited. The player has the option of leaving it at the point where it stopped provided that he makes the next stroke with it to intervene on the ball or to make the block-flick ([video](#))._____
- 2.1.2 A playing figure that has not completely crossed a sideline is left at the in point stopped ([video](#)) _____
- 2.1.3 On the occasion of each change of ball possession, all the miniatures that may have left the playing area will always be repositioned at the point of exit from the sideline ([video](#)). _____
- 2.1.4 A playing figure that has come off the playing mat or hitting the edge of the table is not considered to be in play until it is repositioned on the sideline at the point where it exited. A playing figure is considered to have left the playing cloth as soon as any part of its base touches the playing table or the edge of the table. As soon as the ball has stopped, the referee will carry out the "stop" procedure. It repositions the playing figures involved and allows the execution of any defensive flickering not yet carried out. The referee gives the signal for the restart by calling "play".

SANCTION

Infringement by the attacker: back or advantage + change of ball.

Infringement by defender: back or advantage.

- 2.1.5 After bouncing off the barriers, a moving defending playing figure returning to the playing area may not touch any playing figure or the ball. The referee calls the STOP procedure and proceeds as follows

SANCTION

Infringement on playing figure and / or ball stationary: [back](#) ([video](#)).

Infringement on playing figure and / or ball in motion: back on the fly ([video](#))._____

- 2.1.6 An attacking playing figure in motion, after the attempt to hit the ball (successful or not) if it goes out of bounds and slams on the edge of the table, re-entering the playing area cannot touch the ball, either stop moving. The referee calls the STOP procedure and proceeds as follows ([video](#)). _____

SANCTION

In case of infringement: indirect or direct punishment based on the position of the pitch in which the infringement is committed.

- 2.1.7 If, after having touched the ball, an attacking playing figure in motion, after leaving the field, bounces off the edge of the table and re-enters the playing area, touching any playing figure, they will be repositioned as follows. below ([video](#)) _____

SANCTION

In case of infraction on stationary playing figure: repositioning of the hit playing figure in its original position and repositioning of the attacking playing figure at the point on the outside line of the field from which it left. The defender, if he has not yet made it, is entitled to the defensive move

In the event of an infraction on a moving playing figure: repositioning of the hit playing figure in the starting position of the defensive move and repositioning of the attacking playing figure at the point on the outside line from which it left.

2.1.8 An attacking playing figure that fails to make contact with the ball and, after leaving the court, bounces off the edge of the table and re-enters the playing area, may not touch any playing figure. The referee calls the STOP procedure and proceeds as follows [\(video\)](#).

In case of infringement on a stationary playing figure: back or advantage + change of ball. In case of acceptance of the back, repositioning of the hit playing figure in the original position and repositioning of the attacking playing figure at the point from which the touch started

In case of infringement on a moving playing figure: back or advantage + change of ball. In case of acceptance of the back, repositioning of the hit playing figure in the starting position of the defensive move and repositioning of the attacking playing figure at the point from which the touch started

2.1.9 If a rebounding playing figure stops on the playing surface and is hit by the ball or another playing figure before being correctly repositioned, possession of the ball will not change as the playing figure is considered a neutral object [\(video\)](#).

2.1.10 Provided that the ball is stationary, a playing figure that has fallen from the playing board will be repositioned by the referee on the sideline, on the same side from which it came out, at the height of the center line. To allow repositioning, the referee will call the STOP procedure.

2.2 MINIATURES IN THE GOAL AREA

2.2.1 It should be noted that the goal area also includes the lines that delimit it.

2.2.2 Provided the ball is stationary, a playing figure placed in the goal area (including the goal line) will be repositioned by the referee 1mm outside the goal area, perpendicular to the goal line [\(video\)](#)

2.2.3 A playing figure that stops inside the goal net, or beyond the endline in the goal crease extension, must be repositioned to the side of the goal crease at the point of intersection with the endline, from the part of the sideline closest to the miniature. In case the corner is already occupied by another thumbnail, the second thumbnail will be repositioned next to the first at a distance of 2 cm [\(video\)](#).

2.3 MINIATURES LYING DOWN IN THE FIELD

2.3.1 Provided the ball is stationary, an attacking playing figure (or defender if the fall is caused by a play by the attacker) lying on the court will be lifted by the referee after calling the "STOP" procedure.

2.3.2 in the event that the lying playing figure belongs to the defender, the referee will take it up again first possible without stopping the game.

2.3.3 to raise a playing figure lying on the court, the point of contact of its base with the surface game will be used as a fixed point (video).

2.3.4 if the playing figure to be raised touches the ball or another playing figure, it will be raised considering the point of contact of the base with the playing surface, as the central point of the raised base (video).

2.3.5 If the point of contact is in correspondence with one of the lines inside the playing field (subdivision lines of the playing areas), the playing figure will be raised exclusively by the referee paying the utmost attention to the circumstance that the edge of the projection of the base coincides with the previous point of contact with the row of the field. As a consequence, the playing figure thus raised and positioned must therefore maintain its playing condition on the field (video).

2.3.6 In the case of playing figures hooked together, provided that the ball is stationary, the referee separates them and places them at 1 mm from each other, calling the "STOP" procedure.

2.3.7 A stationary playing figure lying on the court

- Cannot gain or regain possession of the ball as it is considered an object neutral.
- It cannot be considered valid in case of contact with the ball to make the three regain touches in favor of another attacking playing figure.
- He will not be able to participate in a "forcing" game.

These restrictions do not apply as long as the ball is in motion (play on the fly).

2.3.8 A playing figure lying on the court cannot be played as a fingertip or as a playing figure attack nor as a defense miniature as long as it remains lying down.

SANCTION

In case of infringement by the attacker: back or advantage + change of ball.

In case of infringement by the defender: back or advantage.

2.4 DISTANCE

2.4.1 On the occasion of a free kick, corner kick or lineout, the attacking player may request "distance" from all defender's playing figures, after all positional moves have been made. In this case, only the defender's playing figures will be placed at a distance of 9 cm from the ball.

2.4.2 The referee will move the playing figures away from the ball following the direction of the line connecting them to the ball. In any case, the playing figures cannot be moved outside the playing area or inside the goal area or in contact with the goal line. In these cases the playing figures will be moved parallel to the baseline.

2.4.3 The application of the distance cannot change the offside / non-offside condition of a playing figure. In both cases the miniatures will be moved in parallel with the end line (video).

2.5 MINIATURES THAT HIT A POLE

2.5.1 The posts and crossbars of both goals are considered neutral objects. Consequently, when a playing figure hits a post or crossbar of any goal, all the rules relating to

placement, movement, possession of the ball etc. they must be applied without taking such contact into consideration.

RULE 3: DURATION OF MATCHES

3.1 DURATION OF THE MATCH

- 3.1.1 A match, both in individual and team competition, will consist of two halves of 15 (fifteen) minutes each. In an individual competition, however, it will be at the discretion of the COL to evaluate the possibility of playing 10 or 12 minute times and in a team competition it will be at the discretion of the COL to evaluate the possibility of playing alternatively times of 12 minutes. This decision must be communicated in advance in the tournament announcement.
- 3.1.2 The beginning of the game turn, both in the first and in the second half, is called by the COL. A player, for a justified reason, has the possibility to request a behavior equal to, at the most, a playing time. If this time is exceeded, the referee will award a 5-0 table loss.
- 3.1.3 The polishing of the miniatures is allowed during the interval.
- 3.1.4 The referee must keep the playing time through his own device for the management of possible interruptions of the game. The players can also use their own devices to control the playing time, but this must not interfere or disturb the match (sound or position on the field).
The referee has the right to ask players to remove the device if he thinks it may disturb the game.

3.2 RECOVERY

- 3.2.1 In the event of an infringement committed at the end of a portion of the game, and in a circumstance in which the action would have allowed a player to shoot towards the goal, the referee will award the sanction and allow the execution of the shot necessary to conclude the action on goal (direct free kick, back between playing figures and / or ball, back for physical obstruction, back to the fly).
- 3.2.2 In case of back-to-the-fly, an additional hit will be granted in addition to the one in which the offense was committed. Against this dynamic, the recovery will be assigned regardless of the field area in which the offense was committed.
- 3.2.3 In the particular situation of normal back on playing figure, but with the ball in motion, in the event that the attacking playing figure who has been backed is involved in the action, the referee will repeat the last touch made before the back now + one more additional touch. In this case, however, the defender does not lose the defensive move. Against this dynamic, recovery will be awarded regardless of the field area in which the offense was committed (video).

3.3 SUDDEN-DEATH INDIVIDUAL COMPETITION

- 3.3.1 If in a knockout competition, the score of a match is tied at the end of regular time, an extra time of 10 minutes will be played (5 minutes in the case of 10 or 12 minute halves). The match will end when a player scores a goal.
- 3.3.2 To decide which player will have the right to kick-off, the referee will carry out the toss by making the player opposite the one who chose the kick-off toss to choose.
- 3.3.3 If, after extra time, the result of the match is still tied, they will be played the shots placed.
- 3.3.4 In any case, it may be decided, at the discretion of the COL, not to dispute the extra time, by having the placed shots play directly. This method must be indicated in the initial briefing of the event.

3.4 SUDDEN-DEATH TEAM COMPETITION

- 3.4.1 If in a single-elimination competition between two teams, the score is tied at the end of regular time, the cumulative goal difference of all four matches will determine the winner. If the score and the cumulative goal difference are equal, there will be ten minutes overtime on all four game tables. The overtime will start simultaneously on the 4 tables after the end of regular time. The match will end when one of the players on the four different game tables scores a goal.
- 3.4.2 If it becomes necessary to temporarily suspend one of the four matches (for example by the intervention of the head referee), the referee of the suspended match must report the incident to the other referees; they must immediately suspend the other matches in order to be able to resume at the same time on all four fields.
- 3.4.3 Before the start of extra time, the referee will carry out a new toss between the two team captains, to decide which team will be the first to choose which field to take the kick-off. The other team will choose two other fields in which to kick-off. In the remaining field, the kick-off will be taken by the player of the team winning the toss.
- 3.4.5 In the event that two players from opposing teams score a goal almost simultaneously on different game tables and the referees are unable to determine who scored first, the match must continue.
- 3.4.6 If, after the overtime, the result of the match is still tied, throws placed between one player for each team chosen by the respective captains will be taken.

LAW 4: KICK-OFF

4.1 PROCEDURE FOR THE ASSIGNMENT

- 4.1.1 Before the start of a match or overtime, the referee will choose a player to make a toss, and the winner will choose the kick-off or pitch. For the second half, the players will change sides and the kick-off will be taken by the player who did not start the game in the first half.
- 4.1.2 Should two players field teams with identical or similarly colored or painted bases, a toss will be made by the referee and the losing player will change his playing figures.
- 4.1.3 In a team competition, in case of substitution of a player at the end of the first half, if the substitute has bases colored in a similar or identical way to those of the opponent present on the field from the first half, the substitute has the obligation to change their miniatures.
- 4.1.4 In case of substitution of both players and the colors of the bases are indistinguishable, at the discretion of the referee, the same will proceed with the toss to decide who will have to substitute the team.

4.2 PROCEDURE FOR THE INITIAL BEAT OR FOR THE RESUMPTION OF THE GAME AFTER ONE MARKING

- 4.2.1 Each player's playing figures will be placed completely in their respective half-court, with the defender not having to place playing figures inside the midfield circle or in contact with the boundary line.
- 4.2.2 The attacker must place his playing figures first, except the playing figure taking the kick-off, which can be maneuvered last (even after the defender has placed). After completing the placement of his playing figures, the attacker will not be able to change their position again and the defender will place his playing figures.
- 4.2.3 At the time of the kick-off, or the restart after a score, each team must have at least 3 (three) playing figures at a distance of less than 9 cm from the center line.
- 4.2.4 No playing figure, neither the defender, nor the attacker (including the playing figure responsible for taking the kick-off) may be placed in contact with the center line before the kick-off.
- 4.2.5 The ball will be placed on the central point of the center circle and, at the signal of the referee, the attacker must play his playing figure by sending the ball into the opponent's half. The projection of the ball, once stopped, must not touch the center line ([video](#)).

SANCTION

In case of 1st infringement. REPETITION OF THE BEAT.

In the event of repeated infringement: CHANGE OF SHOT.

- 4.2.6 The attacking playing figure who played the ball may not play or attempt again play the ball until:

- The ball was played / touched by another attacking playing figure.
- Possession of the ball has changed.

- A flick-in, corner-flick, goal-flick or penalty-flick is assigned to the attacker.

SANCTION

In case of infringement: back or advantage + change of ball.

4.3 BALL IN PLAY / NOT IN PLAY

- 4.3.1 The ball remains in play at any time after the kick-off, unless the referee stops it the game.
- 4.3.2 The referee will stop play when the ball has completely crossed a goal line or lateral.
- 4.3.3 If, after an infringement, the ball completely crosses a goal or touchline and the player who suffered it requests the "advantage", a lineout / corner / goal kick must be awarded. , regardless of the conditions that existed before the ball went out.
- 4.3.4 If after an infringement the ball ends up in the goal of the player who suffered it and he requests the "Advantage", a goal kick is awarded.
- 4.3.5 If, after an infringement, the ball ends up in the goal of the player who provoked it and the player who suffered it requests the "advantage", a goal is awarded to the latter.
- 4.3.6 The referee will stop play when an infringement has been committed and the player who suffered it does not claim the advantage. As soon as the ball stops, the offending player must inform the referee if he intends to continue playing by saying "advantage" or if he accepts the penalty awarded.
- 4.3.7 While the ball is in motion, the attacker may continue to play without declaring his intention. In this case (action on the fly), if the attacker, after the touch in motion after the infringement, continues his action, he expresses "de facto" his intention to continue playing and, therefore, cannot subsequently request the sanction granted.
- 4.3.8 If the offending player claims the advantage or expresses his intention to continue playing, he must not wait for the defender to take a block-flick not yet taken, take up position behind the goal or take control. of his goalkeeper.
- 4.3.9 If two or more infractions are committed against a single play, and the player who has suffered them does not claim the advantage, nor does he express his intention to continue playing, he has the right to choose which of the infractions he wishes to have. is assigned to him.
- 4.3.10 The referee, always in a stationary situation, will interrupt the game in the following situations adopting the "STOP" procedure:
- Placing and lifting of the attacking playing figures (or of the defender if the fall of the his playing figure was provoked by the attacker's play);
 - Limited fingertip strike;
 - Replacement of the goalkeeper or a playing figure;
 - Removal of the spare goalkeeper (small goalkeeper);
 - Fouls of play and misconduct;
 - Correction of the position of the goalkeeper (only after the attacker's request has been verified).
If the referee finds the wrong position of the goalkeeper and therefore makes a call to a correct position, the defender loses any defensive play not yet made.

After the interruption of the game by the referee with the STOP procedure, the players must always wait for the referee's signal in order to resume the game.

SANCTION

In case of infringement by the attacker: back or advantage + change of ball.

In case of infringement by the defender: back or advantage.

RULE 5: ATTACKING PLAY

5.1 THE ATTACKER

5.1.1 The player in possession of the ball will be called the attacker.

5.1.2 Possession of the ball will remain with the attacker unless:

- The playing figure played by the attacker has missed the ball
- the attacking playing figure has missed the moving ball and the ball nevertheless touches another attacking playing figure. However, the referee will call for the change of ball possession.
- The ball hits a stationary defender playing figure or the defender's goalkeeper without touching subsequently a miniature of the attacker.
- A lineout, a free kick, a corner kick, a goal kick, a kick kick-off or a penalty kick is awarded to the defender.

5.1.3 If after possession of the ball is changed (ball touching an opposing playing figure) and a playing figure played by the player who was attacking before the change touches any element (ball or playing figures), the touch is considered an incorrect block-flick. ([video](#)).

SANCTION

In case of infringement: back in favor of the new attacker.

5.2 ATTACK GAME

5.2.1 The attacker may play his own playing figure with the ball stationary or in motion, but he may not play the same playing figure more than three times in a row until:

- The ball was played by another attacking playing figure or his goalkeeper;
- Another attacking playing figure (not lying down at the time of the attacker's last play) has been touched by the ball;
- Possession of the ball has changed;
- The ball has completely crossed a goal or side line.

SANCTION

In the event of an offense: punishment at the point where the ball is at the moment of the fourth flick or advantage + ball change,

5.2.2 In any case, if the ball touched by the playing figure played by the attacking player hits a defending playing figure, and rebounds from it hitting the same playing figure as the attacking playing figure, the requirement for the change of possession is not satisfied in order to regain three consecutive opportunities to play with the same miniature

5.2.3 If the ball bounces from the defender's goalkeeper onto the same playing figure as the attacking playing figure, the requirement for change of possession is met and the attacker regains three consecutive opportunities to play with his starting playing figure.

5.2.4 Any flick by the attacker to his playing figure, other than offside hits and positional moves, will be judged as an attempt to play the ball.

5.2.5 An attempt by the attacker to play the ball with one of his playing figures which fails because that playing figure is intercepted by an incorrect block-flick or by a part of the defender's body placed on the field in the act of making a defensive move (back on the fly), if the attacking playing figure does not touch the ball, this stroke will not be deducted from the strikes available to the attacking playing figure, if the latter decides to continue for the advantage (video).

5.2.6 The attacker must play his playing figure without voluntary waste of time. If this period is systematically made to pass with the clear intention of wasting time, the referee must first of all urge the attacker to play and if the attitude continues he must sanction him with the change possession of the ball.

Field area	Sanction	Note
Penalty area of the team that has to the infringement.	Penalty	A playing figure whose base touches the penalty-area line is also considered to be in the box, even if the point of contact is outside of the said line
Shooting area of the offending team	Direct free kick	The playing figure that is fouled needs to be completely within the area of shot
All other areas	Indirect free kick	In all other cases the ball will be positioned by centering it with respect to the point of contact

5.3 INFRINGEMENTS BY THE ATTACKER

5.3.1 A playing figure played by the attacker may not touch any stationary playing figure or the goalkeeper before hitting the ball. In case of infringement, the following sanctions will be decreed by the referee, in relation to the point where the infringement occurred (the point of contact between

5.3.2 If a playing figure played by the attacker touches the ball more than once before the next play, that playing figure retains (or regains) possession of the ball. Such successive hits of the ball do not count as new plays by the attacker, so they do not add to the strikes already played by the attacker.

5.3.3 A playing figure played by the attacker who passes the ball without touching it may not touch any standing playing figure or the goalkeeper before stopping.

SANCTIONS

In case of infringement: back or advantage + change of ball.

5.3.4 A playing figure played by the attacker, in the direction of the ball, cannot touch any one standing playing figure or the goalkeeper.

SANCTIONS

In case of infringement: back or advantage + change of ball.

5.3.5 A playing figure played by the attacker, on its way to the ball, cannot be hit by a defending playing figure in motion or by the body of the defender. If the referee believes that the attacker would have landed on the ball, the defender will be penalized.

SANCTIONS

In case of infringement: fly back or advantage.

5.3.6 A playing figure played by the attacking player, on the way to the ball, is hit by a defending playing figure in motion or by the body of the defender, but the referee believes that the attacking playing figure would not have landed on the ball. sanctioned the attacker.

SANCTIONS

In case of infringement: back in favor of the defender or advantage + change of ball.

5.3.7 A playing figure played by the attacking playing figure, on its way to the ball, is hit by a defending playing figure in motion or by the defender's body, but the referee believes that the attacking playing figure would not have landed on the ball. striker sanctioned ([video](#))

SANCTIONS

In case of infringement: back in favor of the attacker or advantage but change the ball.

5.4 CONTESTED BALL

5.4.1 If the stationary ball touches an attacking playing figure and one or more playing figures of either player, possession will remain with the attacker.

5.4.2 The attacker, with the next play, must get the ball out of this position (ball detaching at least temporarily from the two playing figures) so that no more than one playing figure touches it when he stops again.

SANCTIONS

In case of infringement: direct / indirect punishment.

5.4.3 The attacker may adopt one of the following solutions to maintain possession of the ball:

Game action	Necessary condition
Forcing the LATERAL FOUL	If the attacking playing figure, the ball is the last playing figure of the defender touching the ball before exiting the sideline, they are all in the same quarter-field.
Forcing the CORNER KICK	If the ball and the last playing figure of the defender who touches the ball before exiting the back are all in the shooting area.
Forcing the SCORING OF A NET	If the ball is completely in the shooting area.
Out of contention	The attacker may exit the contested action (either with the contested playing figure or with any other playing figure of his own) by playing the ball without an opposing playing figure touching the ball last.

5.5 "LIMITED" FINGER STRIKE

5.5.1 When the attacker, in an attempt to play a playing figure towards the ball, needs to position himself behind the back line of the defender, in such a way as to request the latter to move away, preventing him from comfortably reaching the goalkeeper or obstructing the line of sight or manipulation of the goalkeeper in any way, the referee will allow the attacker to execute his stroke by calling the STOP procedure. He will then allow the defender time to take his block-flick. The game will be resumed only after the referee has started.

SANCTION

In case of infringement: back or advantage + change of ball.

5.5.2 There will never be a limited flick when:

- The attacker is physically positioned behind the defender's goal line, but does not actually obstruct the line of sight or manipulation of the goalkeeper.
- The attacker is not physically positioned behind the defender's back line and does not obstruct made line of sight or goalkeeper manipulation.
- The goalkeeper of the defender is on the field instead of the goalkeeper.

5.6 UNSPORTING PLAY

5.6.1 If the attacker clearly refuses to attack or shoot towards the goal from a clearly advantageous position, despite the clear possibility of carrying out such actions and despite the lack of any pressure on the part of the defender, such behavior will be sanctioned by the referee initially with a warning, urging the attacker to maintain a non-obstructive behavior. The attitude of the attacking player must change in the immediately following games, under penalty of detection infringement by the arbitrator.

SANCTION

In case of infringement: penalty in favor of the defender in the place where the ball is at the moment of the infringement.

5.6.2 The attacker must play his playing figures without voluntary waste of time. If this period is systematically passed with the clear intention of wasting time, the referee must first urge the attacker to stop such behavior immediately. The attitude of the attacking player must change in the immediately following games, under penalty of detection of the infringement by the referee. If the referee does not recognize a change in behavior on the part of the attacker, he will promptly stop the game calling the infringement.

SANCTION

In case of infringement: penalty in favor of the defender in the place where the ball is at the moment of the infringement.

5.6.3 In the event that the attacker surrounds the ball with his playing figures (or with his playing figures and one of the lines that delimit the playing field), and makes a finger stroke that obviously has no possibility of arriving unsportsmanlike behavior will be identified on the ball, effectively preventing the defender from getting close to it ([video](#))

SANCTION

In case of infringement: penalty in favor of the defender in the place where the ball is at the moment of the infringement.

RULE 6: DEFENSE PLAY

6.1 THE DEFENDER

6.1.1 The defender gains possession of the ball when:

- The playing figure hit by the attacker has missed the ball.
- The ball hits a stationary defender playing figure or the defender's goalkeeper.

6.1.2 If, after any of the above events, a playing figure played by the defender touches the ball, the touch is considered a valid flick on offense, even if the playing figure was played by the defender prior to the change of possession.

6.1.3 A defending playing figure lying on the court cannot gain possession of the ball by being considered a neutral object.

6.2 THE DEFENSIVE MARK

6.2.1 The defender may play his playing figure when the attacking player has played his playing figure (i.e. the defensive hit can be made without waiting for the attacking playing figure to touch the ball).

6.2.2 A block-flick is considered to have been taken if, while the defender has his hand on the court for the purpose of making a defensive move, a defending playing figure in motion touches the defender's hand.

SANCTIONS

In case of infringement: the defender loses the right to a defensive move ("made move").

6.2.3 A block-flick taken by the defender after the attacking playing figure has stopped without touching the ball is considered an attacking flick.

6.2.4 In the act of the block-flick, the playing figure played by the defender cannot strike the hand of the attacker positioned on the field about to make his play in attack.

SANCTIONS

In case of infringement: back in favor of the attacker (if accepted, he cannot change either side of the field or playing figure at the restart) or advantage.

6.2.5 The defender may not deliberately place his body or leave his hand on the playing table in the path of the playing figure played by the attacking player, with the intention of preventing the attacker from playing the ball or changing the playing figure's path. attacker after the ball has been hit

SANCTIONS

In case of infringement: fly back or advantage.

6.2.6 The defender may not interfere, with any part of the body, in the playing figure's course of the attacker, after the attacker has hit the ball

SANCTIONS

In case of infringement: loss of the defensive move

6.2.7 A playing figure played by the defender for a block-flick may not touch the ball or any miniature of any player.

SANCTIONS

In case of infringement: BACK / BACK TO FLIGHT (according to the following scheme) or advantage.

DEFENSIVE OFFENSE SCHEME

IMPACT THUMBNAIL DEFENSIVE WITH	BACK	BACK TO FLIGHT	PUNISHMENT
Still field thumbnail \ddot{y}			
Ball steady	\ddot{y}		
Alone movement in miniature		\ddot{y}	
Only ball in motion		\ddot{y}	
Thumbnail And ball (both stationary)	\ddot{y} (video)		
Miniature and ball (also in a movement only)		\ddot{y}	

SITUATION IN THE FACE OF THE INFRINGEMENT

- 1) BACK** - Reposition of the hit elements (ball and / or playing figures) and the defender's playing figure. The defender **DOES NOT LOSE** the possibility of making the defensive move after the attacker's play.
- 2) BACK (ON STOPPED MINIATURE) BUT BALL IN MOVEMENT** - In this particular situation of normal back on a stationary playing figure, but with the ball in motion, we will proceed with the repositioning of all the playing figures involved in the irregular action, but, in the case in when the playing figure of the attacker who has suffered the back is involved in the action, the referee will restart the action from the last touch made before the back immediately. In this case, however, the defender does not lose the defensive move ([video](#))
- 3) BACK TO FLIGHT** - The playing figure of the defender who caused the infraction and the playing figure and / or the ball hit in movement will be repositioned in the positions they occupied before the infraction, with the repetition of the play by the attacker. Once the elements are repositioned, the defender loses the ability to make the defensive move after being touched by the attacker.

The attacker who accepts the sanction can only play with the same playing figure he had chosen before the infringement took place

- 4) BACK TO FLIGHT WITH MORE CONSECUTIVE PLAYS TO FLIGHT** ([video](#)) - In the case of consecutive bets all at

flight, the playing figures and the ball will be repositioned according to the following criteria:

A) The ball will be repositioned to the point where it was touched since the last regular play of the attacker.

B) The playing figure used in the attacker's last regular play will be repositioned at the point in it was (stopped) at the time it was played.

C) The playing figure played by the defender in his wrong defensive move must be repositioned in the spot of departure

D) Any other playing figures that have moved due to the infraction committed, will be repositioned in the point where they were before the infraction.

E) the defender **LOSES** the ability to make the defensive move after the attacker's touch.

5) **ADVANTAGE** - The player in possession of the ball can continue the game, despite the defensive infringement, taking advantage of the advantage and that is leaving the ball and the playing figures in the position in which they came.

6.2.8 The call of any infraction listed above must always include the **STOP** procedure by the referee. After repositioning the ball or playing figures, it will therefore be necessary to always wait for the referee's signal in order to resume play.

SANCTIONS

In case of infringement: back or advantage + change of ball.

6.2.9 In the event that the attacker claims the advantage, after an infringement committed by the defender, the latter is never entitled to a new block-flick.

6.2.10 If the playing figure played by the attacking player misses the ball (passing it) and the playing figure played by the defender hits any playing figure (stationary or moving), the attacking player may request the **BACK**, but still loses possession of the ball, having missed contact with it. All the elements involved in the infringement, both those from the defender and those from the attacker, will be repositioned in the point where they were played ([video](#))

6.2.11 If the playing figure played by the attacking player misses the ball (passing it) and the playing figure played by the defender hits the moving ball, the attacking player will lose possession of the ball, having missed the contact with the same and the defensive play will be considered valid as the first touch on the side of the defender, now become the attacker ([video](#)). _____

6.2.12 The attacker is under no obligation to wait for the defender to make his defensive play. However, in the following situations, the referee will allow the defender time to make his defensive play. Once the defender's playing figure has stopped and the defender is ready for play, the referee will resume the game by saying "GAME".

Positioning and lifting of miniatures

If the referee stops play (when the ball is stationary) to reposition the attacking playing figures (or the defender if that playing figure was knocked down by an attacking playing figure) or the ball in accordance with the rules, he will concede to the defender the time to execute any defensive play not yet made.

"Limited" finger point fault	If the attacker needs to position himself behind the defender's end line in order to hit the ball, in such a way as to require the latter to move away preventing him from reaching the goalkeeper, or for manipulation of the ball by the goalkeeper, the referee will allow the attacker to play his playing figure, then allow the defender time to make his defensive play.
Replacing the goalkeeper or a broken playing figure	A broken or damaged goalkeeper or playing figure may be substituted at any time during the match as long as the ball is stationary. After the player has announced his intention to replace the goalkeeper or the broken playing figure, the referee interrupts the game, the defender to make any defensive play not yet made.
Removing the spare goalie (keeper)	Provided the ball is stationary, the referee stops play and allows the defender to remove the spare goalkeeper (goalkeeper) from the playing area and resettle his goalkeeper. It therefore allows the defender to make any defensive play not yet made.

6.2.13 If a player, from any part of the court, with his defensive move touches the ball and one of the cases shown in the following table occurs, the attacker can claim the **ADVANTAGE** taking advantage of the condition caused by the infringement. Otherwise, you can request the **BACK / BACK TO FLIGHT**.

Defensive infringement consequence	If the attacker demands ADVANTAGE
to. Ball In your own goal	GOAL
b. Ball Beyond your own baseline	CORNER
c. Ball Beyond the sideline	SIDE FOUL

6.2.14 The right to make any defensive play expires when:

- 1) The attacker has played a subsequent flick with his miniature, as it is not possible to accumulate defensive plays
- 2) Possession of the ball passed to the defender before he could make the defensive move.
- 3) The ball has completely crossed the end lines or the side lines.
- 4) A free kick or penalty has been awarded and the offending player does not require the advantage.

RULE 7: SCORING A NET

7.1 CORRECT MARKING

7.1.1 A goal is scored if the ball has completely crossed the goal line provided that:

- the shot was taken with the ball completely inside the opponent's shooting area, and the playing figure played by the attacker was completely inside the opponent's half.
- the playing figure with which the shot was taken was hit before the start of the finish signal playing time.

7.1.2 When the ball completely enters the shooting area (display of green space between the shooting line and the ball, looking perpendicularly at the position from above) the referee will announce the condition of the ball, defining it as "shootable". Should the action be finalized with a shot without any declaration by the referee as to whether or not to shoot, this declaration must be made immediately after the shot. Consequently, the reconstruction of the result of the shot (goal, corner kick, side foul, etc etc) will be motivated to the players.

7.1.3 Provided that all conditions for a correct score are met, if the ball destined to go into the defender's goal is stopped illegally by the badly secured goal net or by the goalkeeper with pole, while the reserve goalkeeper (keeper) is in the playing area as left in the field (voluntarily or involuntarily) after use, a goal will be assigned in favor of the attacker.

7.1.4 If, following a regular shot, the defender involuntarily detaches the goal from the field, even partially, three situations may occur at the discretion of the referee:

- If the referee believes that the ball would have reached the goal, it will be awarded signature.
- If the referee considers that the ball could never have reached the goal, the match will continue regularly (side foul, corner kick, change of possession, etc).
- In all other cases of doubt, the referee will have the shot repeated with the repositioning of any displaced playing figures and the ball. In case of repeated posting, the scoring will be assigned to the attacker.

7.2 INCORRECT MARKING

7.2.1 A goal kick will be awarded if a goal is scored not in accordance with the rules set out in the previous paragraph.

7.2.2 The goalkeeper can try to parry or stop a shot from an irregular position to score from outside the shooting area) without the risk of scoring an own goal, (ball deflected into his own goal).

A corner will be awarded if the goaltender deliberately deflects (goalkeeper with hand-held pole) an illegal shot into his own goal or over the end line.

7.3 AUTHORNET

7.3.1 A player can score an own goal from any position on the court, regardless of the position of the playing figure and the ball.

7.3.2 If the ball bounces off the opponent's goal post or crossbar after a regular shot and crosses the attacker's goal line, a goal kick will be awarded to the attacker.

RULE 8: GOALTENDER

8.1 APPLICATION

- 8.1.1 The goalkeeper and the rod form a single body, so the rod can also be used to save a shot.
- 8.1.2 If the goalkeeper or the rod saves or blocks the ball, possession of the ball passes to the defense to whom the goalkeeper belongs.
- 8.1.3 Following a save by the goalkeeper, the opposing player is not entitled to any move.
- 8.1.4 The goalkeeper rod may possibly be oblique for the angle allowed by the goal net, which in any case must always be hooked to the rear supports. In the event that the defender positions the shaft in an excessively oblique way, such as to gain an advantage in the act of parrying, the referee must stop the game and check the state of the net that is well connected to the rear supports. the act of parrying can reach the limit of the small area, the profile of the base or of the miniature cannot exceed the external profile of the white line of the area itself.
- 8.1.5

SANCTIONS

In case of 1st infraction: re-shot.

In case of subsequent infringements (including during the match) penalty kick.

- 8.1.6 In the act of parrying, the goalkeeper's base cannot get up from the ground before the attacker has taken the shot.

SANCTIONS

In case of 1st infraction, re-shot.

In case of subsequent infringements (including during the match) penalty kick.

- 8.1.7 In the act of parrying, the goalkeeper may not move sideways repeatedly with the intent of disturbing the attacker.

SANCTIONS

In case of 1st offense: Warning to the defender.

In case of subsequent infringements (including during the match) penalty kick.

- 8.1.8 It is essential that the referee verify the correct position of the goalkeeper before the attacker's shot on goal. The referee must not intervene before the shot to signal the wrong position of the goalkeeper, but will do so only after the shot has been taken, reporting any infringement.

SANCTIONS

In case of 1st infraction, re-shot.

In case of subsequent infringements (including during the match) penalty kick.

8.1.9 The attacker may, however, ask the referee to intervene to verify the correct position of the goalkeeper before the shot. If this irregular position is confirmed, we will proceed with the following sanctions ([video](#))

SANCTIONS

In case of 1st infringement: Warning to the defender + loss of defensive move not yet carried out.

In case of subsequent infringements (including during the match) penalty kick.

In case of voluntary infringement: PENALTY KICK also in case of 1st infringement.

8.1.10 The goalkeeper rod may not be hit with a finger tip.

SANCTIONS

In case of infringement: change of ball (the game continues from the point where the ball stops),

8.1.11 Each time the goalkeeper controls the ball inside the goal area, the opponent can make one defensive play with its own playing figure.

8.1.12 The goalkeeper can control the ball inside his own goal area without limitation in the number of touches, thus not accumulating with the 3 touches eventually granted to the reserve goalkeeper (goalkeeper).

8.1.13 In the event that the ball, deriving from a touch, whether regular or not to score a goal (played from outside the shooting area), touches the goalkeeper, who is not maneuvered at that moment, left outside the small area of the defender, a back will be sanctioned to the defender ([video](#))

SANCTIONS

In case of infringement: back in favor of the attacker (he can repeat the touch). The defender does not lose the defensive move.

RULE 9: BACK GOALKEEPER (GOALKEEPER)

9.1 APPLICATION

- 9.1.1 At any time of the game, in the situation of possession of the ball and provided that the same is in his own half, the goalkeeper can be replaced by the reserve goalkeeper (goalkeeper) to play.
- 9.1.2 The goalkeeper can enter the game on condition that the goalkeeper has been withdrawn inside the goal or removed from the goal, as long as it does not hinder the progress of the match. The offense occurs when the goalkeeper touches the ball [\(video\)](#). _____

SANCTIONS

In case of 1st infraction: warning to the attacking player.

In case of subsequent infringements (including during the match): change the ball from the point where the ball stops after the touch of the goalkeeper. The goalkeeper with rod is removed from the door and the goalkeeper remains in the field for 3 touches in favor of the attacker, with the same playing figure.

- 9.1.3 The attacker may use his own goalkeeper provided the defender has made his own defensive play. The offense occurs when the goalkeeper touches the ball.

SANCTIONS

In case of infringement: I change the ball from the point where the ball stops after the touch of the goalkeeper. The goalkeeper remains in the field for 3 touches in favor of the attacker, with the same miniature.

- 9.1.4 To enter the game, the goalkeeper will be placed by the attacking player inside the goal area. The goalkeeper's base may be in contact with the goal-area line, but the base must not cross the goal-area line for more than half of the base. The goalkeeper can also be positioned beyond the goal line, in the area between the extensions of the goal area lines [\(video\)](#). _____

SANCTIONS

In case of 1st infraction: warning to the attacking player.

In case of subsequent infringements (including during the match): change the ball from the point where the ball stops after the touch of the goalkeeper. The goalkeeper with rod is removed from the door and the goalkeeper remains in the field for 3 touches in favor of the attacker, with the same playing figure.

- 9.1.5 The positioning ends when the attacker's hand is detached from the playing figure. It is not possible to reposition or catch the keeper once the attacker's hand is detached from the playing figure [\(video\)](#). _____

SANCTIONS

In case of infringement: repositioning of the goalkeeper in the first position on the playing field, in which it was placed.

- 9.1.6 Once the goalkeeper has been positioned on the field (detachment of the player's hand from the playing figure), it must be used for a flick.

SANCTIONS

In case of infringement: change of possession. The game is resumed from the point where the ball stops after the eventual touch with the playing figure used in place of the goalkeeper.

9.1.7 The attacking player must position the goalkeeper correctly without wasting time.

SANCTIONS

In case of 1st offense: Warning. The referee will prompt the player to continue the action.

In the event of subsequent infringements (including during the match): ball exchange. The goalkeeper cannot be used until a new ball possession and the goalkeeper with pole remains regularly in goal.

9.2 REMOVAL OF THE GOALKEEPER

9.2.1 The goalkeeper may be removed from the playing area at any time to resettle the goalkeeper with pole provided that:

- The goalkeeper's player is in possession of the ball and the ball is stationary;
- The goalkeeper's player is not in possession of the ball, but may accept the attacking player's invitation to remove the goalkeeper and resettle the goalkeeper. In this circumstance the defender, if he has not yet made his defensive play, loses the right to make it;
- The goalkeeper has played the ball at least once after entering the game (positioned on the cloth in the play area).

SANCTIONS

In case of infringement: change of ball. The goalkeeper remains in play and is repositioned where he was when he was illegally removed. He cannot be removed until he regains possession of the ball, unless the opponent allows the removal and re-entry of the goalkeeper with pole.

9.2.2 If the goalkeeper's player has lost possession of the ball, the goalkeeper remains in play and the goalkeeper may only be resettled if:

- The goalkeeper's player accepts the attacking player's invitation to remove the goalkeeper and resettle the goalkeeper. In this circumstance the defender, if he has not yet made his defensive play, loses the right to make it;
- Possession of the ball has been regained by the goalkeeper's player. In any case, if the ball played by the attacking playing figure hits a defender playing figure, and rebounds from it hitting an attacking playing figure, the requirement for the change of possession is not satisfied in order to remove the goalkeeper;
- The ball has crossed the back or side lines;
- A free kick or penalty kick is awarded to the goalkeeper's player;
- A penalty kick is awarded against the goalkeeper's player and the other player does not request the benefit;
- After the change of ball possession the attacker has played the same playing figure three consecutive times, or you play the ball with another playing figure and the ball is stationary. The attacker is in fact allowed 3 plays assigned to the same playing figure to finish at the goal (the playing figure of the attacker to take a possible free kick or side foul is not considered).

9.2.3 The limit of three consecutive plays with the same playing figure by the attacker is valid **ONLY** and **EXCLUSIVELY** the first time the change of possession occurs after the goalkeeper enters the field. If the defender regains possession of the ball and subsequently retakes it, without having in the meantime removed his goalkeeper from the game, the same goalkeeper will continue to remain on the field and the limitations on the first three consecutive plays by the attacker will not apply. In this case the goalkeeper remains on the field until the player has regained possession of the ball.

9.2.4 During the three plays of the attacker, after the player with the goalkeeper on the field has lost possession of the ball, the attacker cannot play with a playing figure other than the one initially used, without first informing the referee of his intention to use another miniature; in this case the referee will give the defender the possibility to remove the goalkeeper and will allow any defensive move not yet made; if the defender renounces this possibility, the limitations against the attacker will end. The goalkeeper will remain on the pitch until the defender has gained possession of the ball.

9.2.5 The various possible situations with the defender's goalkeeper on the field are specified below:

- The attacker can play the same miniature three consecutive times, even on the fly; the referee will call the “STOP” procedure to allow the defender to catch the goalkeeper at the end of the attacker's third play, but only when the ball has stopped. The defender can make his defensive move even before the “STOP” by the referee.
- The attacker plays with the same miniature three times in a row and plays on the fly with another miniature. When the ball is stationary, the referee will interrupt the game, call the “STOP” procedure and allow the defender to remove the goalkeeper from the field and re-enter the goalkeeper with pole. If the touch of the second playing figure used by the attacker ends up in the net, the goal will not be validated and a goal kick will be awarded in favor of the defender ([video](#))._____
- The attacker plays with the same playing figure for one or two consecutive plays and then decides to play with a different playing figure. Once the attacker has made the stroke with this new playing figure, the referee will call the STOP procedure and allow the defender to remove the goalkeeper from the field and re-enter the goalkeeper with pole. If the touch of the second playing figure used by the attacker ends up in the net, the goal will not be validated and a goal kick will be awarded in favor of the defender.

9.2.6 The reserve goalkeeper (goalkeeper) is not allowed to play the ball again when it is completely out of his shooting area and has been played (FINGER JACK) by another attacking playing figure ([video](#))._____

SANCTIONS

In case of infringement: back or advantage + change of ball. The reserve goalkeeper (goalkeeper) is left on the field for three plays by the attacker made with the same playing figure.

9.2.7 The reserve goalkeeper (goalkeeper) is not allowed to play the ball when it is completely beyond his own half.

SANCTIONS

In case of infringement: back or advantage + change of ball. The reserve goalkeeper (goalkeeper) is left on the field for three plays by the attacker made with the same playing figure.

9.2.8 When the goalkeeper is removed by the attacker, the referee will allow the defender time to take a block-flick not yet taken. The referee will then give the signal to resume play (STOP procedure).

SANCTIONS

In case of infringement: back or advantage + change of ball.

9.2.9 After being removed, the goalkeeper can only be used again when the ball has been played by another playing figure or the goalkeeper.

SANCTIONS

In case of infringement: back or advantage + change of ball. The reserve goalkeeper (goalkeeper) is left on the field for three plays by the attacker made with the same playing figure.

LAW 10: PENALTY KICK

10.1 DEFINITION

10.1.1 If a playing figure played by the attacker first hits another playing figure (opponent or his team, including the goalkeeper) and then touches the ball, he commits a foul to be sanctioned as follows:

- **PENALTY KICK** if the foul occurs inside the penalty area of the team that committed the foul (yes also consider in the box the playing figure that touches the line that delimits the penalty area);
- **DIRECT PENALTY KICK** if the foul occurs inside the shooting area of the team that committed the foul (the playing figure that is fouled must be completely inside the shooting area, i.e. looking from above perpendicular to the playing field. play the playing figure must not touch the shooting line);
- **INDIRECT PENALTY KICK** in all other cases.

10.2 PROCEDURE FOR TAKING A PENALTY KICK

10.2.1 A free kick will be taken from the place where the offense occurred (the place on the court where they are came into contact with the two miniatures).

10.2.2 A free kick for an infringement committed in the penalty area, on or over the goal line within the penalty area extension, or on any line of that area, will be penalized with a kick. penalty from the spot.

10.2.3 The player taking the penalty kick will declare the playing figure before making the positional moves. If this does not happen, the defender may request a back on the attacker's positional movements already made at the time of choosing the playing figure for the serve and the attacker will lose the right to be able to repeat them. The playing figure taking the free kick will be placed as desired on the playing surface.

10.2.4 Each player may proceed with 2 (two) positional moves, with the attacker performing them first. The ball and playing figure selected for taking the free kick can be removed from the playing area by the referee to allow the execution of the positional movement of both players.

10.2.5 A playing figure hit for a positional movement may not touch any other playing figure (including the one chosen for the penalty kick) or the ball (if it is still on the playing surface).

SANCTIONS

In case of infringement: back or advantage.

10.2.6 The player taking the free kick may request the "distance" if any of the opponent's playing figures are positioned less than 9 cm from the ball, after the positional moves have been made.

10.2.7 On direct punishment, i.e. inside the shooting area:

- The defender, before the fingertip movements allowed to him, can place a barrier made up of a maximum of four playing figures at a distance of 9 cm from the strike point. The miniatures will be taken with the hands and must be positioned adjacent to each other in a single row;

- The attacker can shoot directly on goal and score.

10.2.8 Before a re-entry shot can be made for an attacking playing figure in one position offside, it is necessary to take the free kick.

10.2.9 The playing figure that has taken the free-flick may not play or attempt to play again ball as long as:

- The ball has been touched / played by another attacking playing figure or his goalkeeper;
- Possession of the ball has changed;
- A lineout, free-kick, corner-flick, goal-flick or a penalty is awarded to the attacker.

SANCTIONS

In case of infringement: back or advantage + change of ball.

LAW 11: PENALTY KICK

11.1 DEFINITION

- 11.1.1 The following offenses are punished with a penalty kick provided the offense is committed within one's own penalty area or beyond the end line within the extension of the penalty area. The penalty-area line and the part of the goal-line bounding it are considered to be part of the penalty area.
- 11.1.2 The penalty kick is awarded in the following cases:
- A playing figure in possession of the ball hits a stationary playing figure or the goalkeeper positioned inside of his own penalty area, before hitting the ball itself.
 - Infringement of the goalkeeper carried out in a repeated manner (parry with the base off the ground, parrying outside the goal area, fast movements to the right and left during the preparation of the shot by the attacker).
 - If the defending player touches the ball with his hands in the penalty area including the space above that area (without prejudice to the clear voluntariness of the defender, in which case the score will be assigned directly).

11.2 PROCEDURE FOR BEING A PENALTY KICK

- 11.2.1 The ball will be placed on the penalty spot. One playing figure will be chosen for the serve of penalty and can be positioned as desired on the playing surface.
- 11.2.2 All playing figures, except the goalkeeper and the one taking the penalty kick, will be placed outside the penalty area and its bezel. The referee will move all playing figures present in the penalty area by repositioning them perpendicular to the goal line, 1 mm outside the same area and its foul line. Any playing figures still present in the shooting area that are within the projection of the penalty spot (therefore closer to the baseline than the position of the ball on the penalty spot) will be repositioned perpendicular to the goal line, 1 mm beyond the penalty spot.
- 11.2.3 If, at the time when a penalty kick is awarded, the offending player's goalkeeper was removed and his goalkeeper was in play, the goalkeeper may be placed outside the playing area. and the goalkeeper can be resettled.
- 11.2.4 The goalkeeper must be positioned on the goal line and with the base in contact with the playing field e shall remain stationary until the playing figure chosen for the serve has touched the ball.

SANCTIONS

In the event of a 1st offense: repetition of the penalty kick.

In case of repeated infringement: assignment of the scoring to the attacker.

- 11.2.5 When both players are ready, the referee authorizes the penalty kick by saying the word "SHOOT". The attacking player has 5 seconds to take the shot. After 5 seconds without the shot being taken, the referee will declare the shot taken with a negative result.

- 11.2.6 The playing figure who took the penalty kick may not play or attempt to play the ball again as long as:

- The ball has been played / touched by another attacking playing figure or his goalkeeper; • Possession of the ball has changed; • A lineout, free-kick, corner-flick, goal-flick or a

penalty is awarded to the attacker.

SANCTIONS

In case of infringement: back or advantage + change of ball.

RULE 12: OFFSIDE

12.1 DEFINITION

12.1.1 An attacking playing figure is declared offside if:

- **WITH THE GOALKEEPER WITH ROD IN GOAL:** is positioned completely inside the opponent's shooting area, closer to the goal line than the ball line and closer to the goal line than the last one defender's playing figure;
- **WITH THE GOALKEEPER IN THE FIELD:** is positioned completely inside the opponent's shooting area, closer to the goal line than the ball line and closer to the goal line than is the second-to-last playing figure of the defender .

SANCTIONS

In case of infringement: punishment in favor of the defender at the point where the attacking playing figure is offside.

12.1.2 for an offside position to be declared the following conditions must be met:

- At least one defending playing figure must be inside the shooting area or at least touch the line of said area;
- The ball is completely inside the shooting area;
- The ball is not completely inside the shooting area, but touches the attacking playing figure in offside;
- The offside attacking playing figure is completely inside the shooting area.

12.2 OFFSIDE SANCTION

12.2.1 An offside attacking playing figure will be penalized when:

- the smallest part of the ball has passed the base of the last (or penultimate if the goalkeeper is in play) playing figure of the defender closest to the end line and the ball is fully positioned in the defender's shooting area;
- the attacking playing figure in the offside position (i.e. completely within the shooting area) is touched by the ball, even if the ball is not entirely within the shooting area ([video](#)).

12.2.2 For the evaluation of playing figures near the endline, in order to define an attacking playing figure in offside or not, the position of the goalkeeper is conventionally considered on the goal line.

12.2.3 Given the rule that a playing figure remains on the outside line of the field if it touches it even partially with the base, an attacking playing figure positioned on the endline, but more external to the field than at the end of the field, is considered out of play. that of the defender ([video](#)).

12.2.4 If an attacking playing figure, after playing the ball, strikes and sends a defending playing figure into a position that puts an attacking playing figure back into play, it must still be declared offside if the ball, with such play, has passed the base of the defender's playing figure which was originally last. Basically a defender playing figure that has been "pushed" after the

the ball has been played, it is not taken into consideration in evaluating the possible throw-in of the attacking playing figure, after such a touch [\(video\)](#). _____

12.2.5 If the ball is completely inside the shooting area and already beyond the base of the defender's last playing figure (or the penultimate one if the goalkeeper is in play), a playing figure already in an offside position will be penalized if a An additional attacking playing figure plays the ball in any direction other than towards the shooting-area line.

12.2.6 The defender is not allowed to put an attacking playing figure offside at the same time as the pass made by the attacker to pass the last playing figure of the defender with the ball [\(video\)](#). _____

12.2.7 A playing figure in offside position is NOT sanctioned when:

- The ball is played directly from a corner kick, lineout;
- WITH GOALKEEPER WITH AUCTION IN THE FIELD: No defender playing figure is inside his own the shooting area or even partially touches the shooting area line;
- WITH GOALKEEPER ON THE FIELD: only one playing figure of the defender is inside his own area shooting or even partially touching the line of the shooting area;
- The ball is played by the opponent;
- The ball is touched by a moving playing figure for a block-flick.

12.2.8 In the event that the defender puts a playing figure with an incorrect block-flick on offside, if the attacker asks for the advantage, this position is valid for the evaluation of the offside position.

12.3 PASSIVE OFFSIDE

12.3.1 If in a volley, the playing figure played by the attacker goes from a non-offside position to an offside position, there will be no offside for this playing figure as long as the ball is in motion [\(video\)](#). _____

12.3.2 The passive offside rule does not apply to an attacking playing figure who was already in an offside position before the ball was played. Consequently, an attacking playing figure who, after playing the ball from an offside position remains in that position, will be declared offside when the ball is played by the playing figure itself or by another attacking playing figure towards the touchline. defender's baseline [\(video\)](#). _____

12.3.3 An attacking playing figure who plays the ball from an offside position and then goes to a position of non-offside will not be declared offside [\(video\)](#). _____

12. 4 RETURN SHOT FROM OFFSIDE

12.4.1 The attacker may finger-tip a playing figure in an offside position in an attempt to put it in a non-offside position, making a return stroke.

12.4.2 For each possession phase, the attacker may perform two re-entry shots.

SANCTIONS

In case of infringement (third touch of exit by the attacker): back or advantage + change of ball.

12.4.3 The attacker can make the two moves to return from offside, as long as they are performed with two different playing figures. The attacker can make the two moves with the same miniature only in these two cases [\(video\)](#)

- the defensive move of the defender has created a new offside situation for the same playing figure as the attacker;

- back committed by the attacker with the attempt to return on the first exit

SANCTIONS

In case of infringement: back.

12.4.4 The attacker regains the right to perform the two return shots when he is awarded a throw-in, flick, a corner kick or a goal kick.

12.4.5 If the ball played by the attacking playing figure hits a defending playing figure and rebounds from it by hitting an attacking playing figure again, the requirement for change of possession is not satisfied, in order to regain two return strokes from the offside.

12.4.6 If the ball touches the goalkeeper and then again an attacking playing figure, the requirement for the change of possession is met and the attacker regains the right to take two offside flicks.

12.5 PROCEDURE FOR TAKING A RETURN SHOT FROM THE OFFSIDE

12.5.1 The player must announce the return shot from offside by saying "return" before executing it.

SANCTIONS

In case of infringement: ball change (If a return stroke is made without the player declaring it, this stroke is considered as a missed attempt to play the ball).

12.5.2 Before making the return stroke, the player may ask the referee to confirm that the playing figure does you are in an offside position.

12.5.3 A return shot from offside can only be performed if:

- a block-flick not yet taken has been taken;
- the ball and all playing figures are stationary;
- the game is not interrupted (the game is considered interrupted in the event of a side foul, penalty kick, free kick, corner kick, goal kick).

SANCTIONS

In case of infringement: back.

12.5.4 The return shots from offside must take place AS MUCH AS POSSIBLE parallel to the sideline (even with a walker) ([video](#)).

SANCTIONS

In case of infringement: back.

12.5.5 In the event that the re-entry parallel to the sideline is obstructed by other playing figures or by the ball, the player can make the move by following the first diagonal to avoid touching any element. In the event that this diagonal trajectory is greater than about 45 °, the attacker must ask the referee if there is an admissible trajectory and which one it can be ([video](#)).

SANCTIONS

In case of infringement (diagonal trajectory greater than 45 °): back.

12.5.6 In the event that a diagonal trajectory is to be used, the playing figure cannot with this movement go to gain a different field area (more than 9 cm away from the offside position).

SANCTIONS

In case of infringement: back.

12.5.7 It is not allowed to go offside by dropping the playing figures off the field of play,

SANCTIONS

In case of infringement: back.

12.5.8 For each return shot from offside the defender has the right to take a block-flick with the referee who will call the STOP procedure.

SANCTIONS

In case of infringement by the attacker (resumption of the game without waiting for the referee's consent): back or advantage + change of ball.

12.5.9 The playing figure used by the defender for his defensive strike may not touch any playing figure or the ball.

SANCTIONS

In case of infringement: back.

12.5.10 Playing figures that re-enter from an offside position cannot completely cross the center line.

SANCTIONS

In case of infringement: back.

12.5.11 A playing figure returned from offside may not play the ball until:

- The ball was played by another attacking playing figure or by the attacking goalkeeper;
- Possession of the ball has changed.

SANCTIONS

In case of infringement: back or advantage + change of ball.

12.6 AUTOMATICK-FLICK

12.6.1 If the playing figure who takes a corner or a lineout, after the execution, finds himself in an offside position, he is entitled to a single return stroke called "Automatic-flick". This return move is NOT followed by the defender's move;

12.6.2 Even the return shots called automatic-flick must take place AS MUCH AS POSSIBLE parallel to the lateral line (also with walker).

SANCTIONS

In case of infringement: back.

12.6.3 The automatic-flick can also be performed if the playing figure that has taken the corner or lineout, went offside after the opponent's defensive move [\(video\)](#).

12.6.4 The automatic-flick can only be done after the ball has stopped.

SANCTIONS

In case of infringement: back.

12.6.5 Even after the attacker has made the automatic-flick, the defender can make the defensive move related to the serve of the side foul or corner, if not yet performed. However, the attacker is not required to wait for the defender to make the defensive move.

12.6.6 A miniature that auto-flicks cannot hit any other miniature either the ball.

SANCTIONS

In case of infringement: back.

12.6.7 Playing figures returning from an offside position using automatic-flick cannot completely cross the midfield line.

SANCTIONS

In case of infringement: back.

12.6.8 In the event that the attacker, after taking a corner or a side foul, makes a subsequent fingertip strike, even with the ball in motion, he loses the right to use the automatic flick. He will then have to get out, from an offside position, using one of the two moves at his disposal to get back in the game and the defender will have the right to the defensive move [\(video\)](#).

RULE 13: SIDE THROW

13.1 DEFINITION

- 13.1.1 If the ball has completely crossed the sideline, a lineout will be awarded to the player whose playing figure or goalkeeper did not last touch the ball.
- 13.1.2 To force a flick-in, the last playing figure to touch the ball, before going out-of-bounds, must belong to the defender. In addition, the ball, the attacking playing figure (including the goalkeeper) and the last defending playing figure to touch the ball must be positioned completely within the same quarter-field from which the ball crosses the sideline. Otherwise the lineout will be awarded to the team that was in defense. All the required elements are not considered to be completely positioned within the same quarter-field if they touch the respective shooting line and / or the midfield line [\(video\)](#).
- 13.1.3 In case the ball touches the goalkeeper and ends its run over the sideline, the throw-in will always be in favor of the opponent unless the ball goes out entirely in the quarter of the goalkeeper's shooting area, having last touched an attacking playing figure positioned entirely within said shooting area.
- 13.1.4 If the defender accidentally pushes the ball over the sideline with his block-flick, the attacker can take advantage and accept a lineout.
- 13.1.5 A goal cannot be scored directly from a lineout.

13.2 PROCEDURE FOR BEATING A SIDE FOUL

- 13.2.1 A lineout will be taken from the place where the ball has crossed the sideline.
- 13.2.2 The player taking the lineout declares which playing figure he will use for the serve, before any positional movement is made.

SANCTIONS

In case of infringement: back (the attacker loses the placement move made)

- 13.2.3 Each player proceeds with a positional move with the attacker performing it first.
- 13.2.4 The ball and playing figure chosen for the lineout serve can be removed from the playing area by the referee, if requested by one of the two players to the referee himself, to allow the execution of the positional movements of both sides. players.
- 13.2.5 A playing figure hit with a finger tip for a positional movement may not touch any other playing figure (including the one chosen for the lineout serve) or the ball, if they are still on the playing surface.

SANCTIONS

In case of infringement: back (the player loses the placement move made).

- 13.2.6 The playing figure taking the lineout will be placed entirely outside the playing area, in the desired position. The ball will be placed centrally on the sideline [\(video\)](#).
- 13.2.7 The attacker can request the "distance" from the opposing playing figures. In this case the referee must remove the opponent's playing figures at a distance of 9 cm. The application of the distance cannot change the offside or non-offside status of playing figures on the field. In this case the defender's playing figure must be spaced following the parallel trajectory with respect to the baseline [\(video\)](#).

13.2.8 After both players have placed, the referee will authorize the lineout serving by calling the "game".

SANCTIONS

In case of 1st infringement by the attacker: warning to the player, STOP call and concession of the defensive move to the defender if not yet carried out.

In case of subsequent infractions: change foul.

13.2.9 The attacker does not have to wait for the block-flick after taking the throw-in lateral.

13.2.10 As soon as the throw-in has been taken, with the ball still, the player who took it must reposition the playing figure used to take the throw-in on the exact spot where the throw-in was taken. The referee must verify that the repositioning has been carried out in the correct place and if necessary correct it if he considers it not correct ([video](#))

In case of infringement: the referee will call the STOP procedure and allow the defender to make a defensive move. He will then himself arrange for the repositioning of the attacking playing figure used for the serve of the lateral foul and then he will call the restart of the game.

13.2.11 In the event that the playing figure that has taken the lineout touches the side and re-enters court, hitting one or more playing figures and / or the ball will proceed as follows:

- TOUCH OF STILL OR MOVING MINIATURES AND / OR STOPPED BALL: "STOP" and repositioning of the affected elements (ball at the point where it was touched, attacker at the point of the side foul and defender at the starting point of the defensive touch. The defender has the right to redo the defensive move).
- HIT OF THE BALL IN MOVEMENT: punishment in favor of the defender.

13.2.12 The playing figure who has taken the lineout, after having touched the ball, cannot re-enter the field of play, not even temporarily (playing figure touching the line or returning to the field during the course of the serve) ([video](#)).

SANCTIONS

In case of infringement: throw-in change (counter-foul) or advantage + ball change. In the event of a throw-in, no further positional movements are carried out.

13.2.13 The playing figure who took the lineout may not play or attempt to play the lineout again ball as long as:

- The ball has been played / touched by another attacking playing figure or his goalkeeper;
- Possession of the ball has changed;
- A lineout, free-kick, corner-flick, goal-flick or a penalty is awarded to the attacker.

SANCTIONS

In case of infringement: back or advantage + change of ball.

13.2.14 After taking a lineout, the ball cannot change more than a quarter of the field. It is considered changed more than a quarter of the court if the ball enters completely for its entire length

size in a quarter not adjacent to the one from which the lineout was taken. If the lineout is taken from a point between two different quarters, the ball cannot go completely out of either of these two quarters ([video](#)).

SANCTIONS

In case of infringement: change of ball (play resumes from the point where the ball stopped).

13.2.15 If the playing figure taking the lineout, after being repositioned at the serve spot, finds itself in an offside position, the attacker is entitled to an automatic-flick to bring it back into play.

RULE 14: GOAL THROW

14.1 DEFINITION

14.1.1 A goal-flick will be awarded to the defending team when the ball, played by an attacking playing figure, goes beyond the defender's endline without last touching any defending playing figure.

14.1.2 To force a goal-flick in favor of the attacker, the last playing figure to touch the ball must be from the defender. In addition, the ball and the last playing figure of the defender who touches the ball, before exiting the back, must be positioned completely within the attacker's shooting area. The attacker must also be positioned outside the shooting area, but still inside his own half. Otherwise a corner kick will be awarded to the team that was in defense ([video](#)).

14.1.3 A goal cannot be scored directly with a goal kick.

14.2 PROCEDURE FOR TAKING A GOAL THROW

14.2.1 Both players may place their playing figures in this order:

- the attacker must place all his playing figures first, except the playing figure that takes the goal-flick. After completing the placement of his figures, the attacker cannot change their position again. the defender will place his playing figures
-

14.2.2 The playing figures placed by the defender cannot be closer than 2 cm from those of the attacker. In this case, the referee must ensure that the defender's playing figure is spaced from that of the attacking player

14.2.3 At least 3 playing figures must be positioned in the field of play that goes from the opponent's shooting line up to a distance of no more than 9 cm from the center line.

14.2.4 Only your own thumbnails ([videos](#)) can be placed within your shooting area

14.2.5 The attacker will place the playing figure with which he will take the goal kick inside the goal area, on the side where the ball came out, which can be placed up to the middle of the small area (up to the edge of the throwing of the puck. penalty) ([video](#)).

14.2.6 The ball must be placed somewhere inside the goal area, including the lines that delimit it.

If the ball is placed on the line that delimits the goal area, the same cannot cross the line with more than half of its circumference ([video](#))

14.2.7 Any attacking playing figure, the goalkeeper, or the goalkeeper may be used to beat the goal kick

14.2.8 When taking the throw-in the ball must go completely out of the penalty area.

SANCTIONS

In case of 1st infraction: The goal kick will be repeated, it will not be possible to reposition the playing figures.

In the event of a subsequent infringement also during the game: the right to take the goal-throw passes to the opponent and it will be served from the other side of the court.

14.2.9 The playing figure played by the attacker to take the goal-flick cannot play again or attempt to play the ball until:

- The ball was played / touched by another attacking playing figure;
- Possession of the ball has changed;
- A lineout, free-kick, corner-flick, goal-flick or a penalty is awarded to the attacker;
- A playing figure hit for a block-flick has touched the ball and the attacker requests the benefit.

SANCTIONS

In case of infringement: back or advantage + change of ball.

RULE 15: CORNER KICK

15.1 DEFINITION

15.1.1 A corner kick will be awarded in favor of the attacking team in the following situations:

- the ball is played from inside the defender's shooting area and was last deflected by a defending playing figure completely inside that area or by the defender's goalkeeper, before crossing the defender's end line,
- the defender pushes the ball over his own goal line with his block-flick and the attacker decides for the advantage;
- in the gesture of maneuvering the goalkeeper with a pole, the defender deflects a shot, deriving from a play made outside his own shooting area, into his own goal or beyond the end line.

15.1.2 A corner kick is awarded to the defender if the attacker pushes the ball over his own endline.

15.1.3 A goal can be scored directly from a corner kick.

15.2 PROCEDURE FOR TAKING A CORNER KICK

15.2.1 The ball will be placed inside the quarter circle on the side of the goal where the ball has crossed the goal line. The ball can be placed partially outside the quarter circle, but not more than half of it ([video](#)).

15.2.2 The attacking player shall declare the playing figure for the serve before any positional movement is performed.

SANCTIONS

In case of infringement: back (the attacker loses all placing moves made before declaring with which miniature he takes the corner).

15.2.3 Each player may proceed with three positional moves, with the attacker performing them first.

The ball and playing figure chosen for the corner kick can be removed from the playing area by the referee, if requested by one of the two players to the referee himself, to allow the execution of the positional movements of both players. .

15.2.4 A playing figure hit for a positional movement may not touch any other playing figure (including the one chosen for the corner kick) or the ball, if they are still on the playing surface.

SANCTIONS

In case of infringement: back (the player loses the placement move made).

15.2.5 The attacker may request distance from any of the opponent's playing figures. The referee will place any defender playing figures 9 cm from the ball, but only after the positional movements have been made. The application of the distance cannot change the offside or non-offside status of playing figures on the field. In this case the defender's playing figure must be spaced along the parallel trajectory with respect to the baseline.

15.2.6 The referee will authorize the corner kick when both players are ready by calling the "game".

SANCTIONS

In case of 1st infringement by the attacker: warning to the player, repetition of the corner kick.

15.2.7 The playing figure who has taken the corner kick may not play or attempt to play the ball again as long as:

- The ball has been played / touched by another attacking playing figure or his goalkeeper;
- Possession of the ball has changed;
- A lineout, free-kick, corner-flick, goal-flick or a penalty is awarded to the attacker.

SANCTIONS

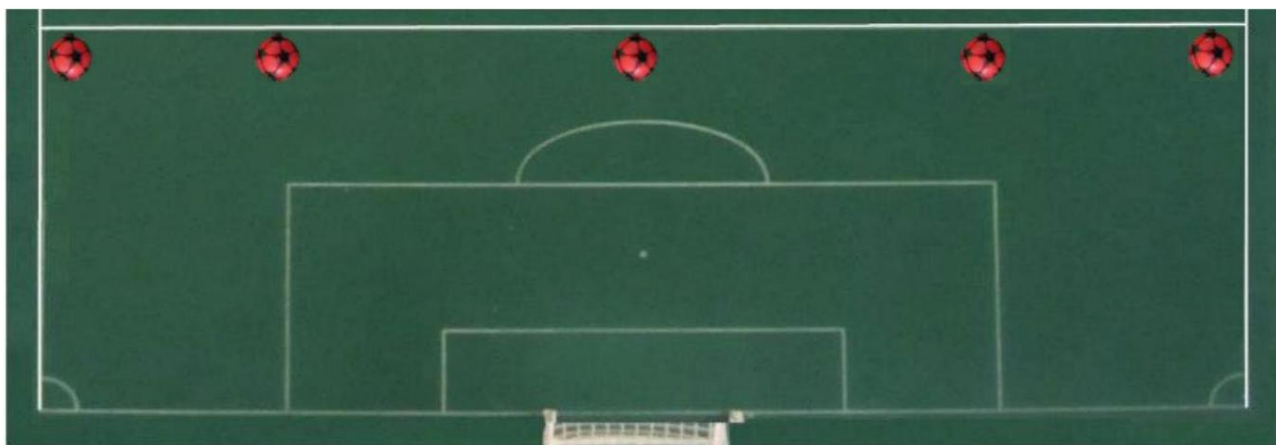
In case of infringement: back or advantage + change of ball.

15.2.8 If, after taking the corner, the playing figure is in an offside position, the playing figure is entitled to an automatic-flick return stroke from the offside.

RULE 16: PLACED SHOTS

16.1 DEFINITION

- 16.1.1 If a knockout match in an individual or team competition is tied, after extra time (including with regard to the overall goal difference between the two teams) shots will be taken.
- 16.1.2 In a team match, the team captain will nominate one of the 4 players they played for last to represent his team.
- 16.1.3 The arbiter will decide which goal to use and then proceed with the toss with the player who did not choose the previous toss during the match. The player who wins the toss can choose whether to start shooting or blocking.
- 16.1.4 Five shots per player will be taken alternately, starting from the left side, looking at the goal from the front, chosen by the referee.



- 16.1.5 The ball will be fully positioned in the shooting area as close as possible to the shooting line without touch it.
- 16.1.6 If after five throws no winner has been determined, it will continue indefinitely starting from the position of the first throw placed. If after an equal number of shots, one player has scored more goals than the other, that player will be the winner.

16.2 PROCEDURE FOR TAKING A PLACED SHOT

- 16.2.1 The referee will place the ball in the positions indicated above in point 16.1 paragraph d.
- 16.2.2 The attacker will place his playing figure to shoot, will confirm that he is ready to proceed with the shot, and will declare this by removing both hands from the playing area. If the attacker is not ready after 10 seconds the referee will have to urge preparation and will issue a warning to the attacker. In case of repeated behavior, even in subsequent throws, he will consider the shot as having been made without success.
- 16.2.3 When positioning the playing figure, it cannot be attached to the ball, in which case the referee must signal the wrong position to the attacking player and invite him to modify it so that there is light between the ball and the playing figure ([video](#))

- 16.2.4 During the placement phase by the attacking playing figure, the defender must not interfere with his goalkeeper in the attacker's visual area, i.e. inside the goal mirror. During this phase it is preferable to remove the goalkeeper with rod from the door.
- 16.2.5 Once the attacking player has declared that he is ready for the shot, the referee will instruct the goalkeeper to get ready to receive the shot on goal. In positioning, the goalkeeper may not cross the goal area line, neither with the base nor with the playing figure, nor be detached from the base from the playing court.
In case of incorrect positioning, the referee will call the goalkeeper to a correct position.
- 16.2.6 The defender is allowed a maximum of 10 seconds to confirm that he is prepared to proceed with the parry by saying "ready!" If the goalkeeper is not ready after 10 seconds, the referee must urge preparation and issue a warning to the defender. In case of repeated behavior, even in subsequent shots, he will assign the goal to the attacker.
- 16.2.7 After the goalkeeper has also declared that he is ready, the referee authorizes the execution of the shot saying "shot".
- 16.2.8 Only after the referee's authorization, the attacker will be able to place his hand close to the playing figure and will proceed with his shot which must be taken within 5 seconds from the referee's authorization.
If the attacker has not taken the throw within 5 seconds, the referee will consider it as having been taken without success.
- 16.2.9 In the execution of the shot on goal, the goalkeeper cannot:
- move sideways before the attacking playing figure has touched the ball;
 - leave the ground before the attacking playing figure has touched the ball;
 - cross the line of the small area with the base or with the playing figure.
- 16.2.10 In the event of an infringement and related save of the shot, the referee will sanction the defender in the following ways:

SANCTIONS

In case of 1st infraction: he will have the shot repeated by giving a warning to the goalkeeper.

In case of repeated infringement (any of the three, even in subsequent shots): he will assign the score to the attacker.

- 16.2.11 The attacker is allowed only one flick when taking the throw. In any case, if the attacking playing figure making the shot touches the ball again, before it stops (even if the ball was deflected by the goalkeeper or a post or crossbar) and the ball ends up in the defender's goal, the network is considered valid.

RULE 17 - CODE OF GAME CONDUCT

17.1 BEHAVIOR IN THE FIELD

17.1.1 The players, for the entire duration of the event, must maintain a polite and respectful behavior towards all participants in the event, whether they are teammates, opponents, referees, organizers or mere spectators.

17.1.2 All improper and unsportsmanlike conduct will be sanctioned, including:

- Repeated disputes, invectives or insults to the referee and / or the opponent.
- Game faults intentionally repeated.
- Excessive jubilation, avoidable and not justified by the game situation, intimidating or that cause objective disturbance to the players present in the room.
- Turpilology and any offensive expression or imprecation, offenses and insults.

17.1.3 In view of the attitudes described above, the referee may, at his discretion, take the following measures:

- **WARNING:** Verbal reminder to stop incorrect behavior.
- **YELLOW CARD:** In case of misconduct and / or unsportsmanlike and / or intentional or continuous violation of the rules, the referee has the authority to warn the player who commits the offense.
- **ORANGE CARD:** In case of further misconduct and / or unsportsmanlike and / or intentional or continuing violation of the rules, the referee has the authority to sanction the player with an orange card. The orange card implies the removal of the goalkeeper from the playing table for the offending player.
- **RED CARD:** In case of continuous repetition or serious misconduct and / or unsportsmanlike and / or intentional or continuous violation of the rules, the referee has the authority to sanction the player with a red card. The red card implies the immediate disqualification from the match and decrees the defeat with the result of 0-5. In case of team competition, the referee immediately stops the match and the team to which the sanctioned player belongs loses the match by 0-4.

Any sanction must be reported in the scoresheet that the referee will deliver at the end of the match.

GLOSSARY

Play area	Rectangular area of the court bounded by the sidelines and the end lines.
Playing surface	Playing cloth, if there are demarcation lines printed outside the playing area, the surface delimited by these lines is considered.
Thumbnail	Plastic figure reproducing a football player in 1:76 scale (OO in the English model railway scale). Consisting of the base (lower tilting and external part) and the figure (upper part and horizontal flat part located inside the base).
Striker	Player holding the ball.
Defender	Player not in possession of the ball.
Finger tip	Regular contact between the player's fingernail and the playing figure.
Miniature played by the attacker	The attacker flicks his own playing figure in order to touch the ball.
Miniature played by the defender	The defender punches his own playing figure with his finger in the execution of his defensive move foreseen in his favor by the game situation.
Benefit	Possibility granted to one of the players to continue the game from the situation created after the infringement of the opposing player. The ball and playing figures will stay where they are and they will not have to be repositioned.

DESCRIPTION OF THE SANCTIONS

Back: repositioning of the ball and / or playing figures to the point they occupied before the infringement.

Back on the fly: Reposition of the ball and / or playing figures and repetition of the touch with the same playing figure, with the simultaneous loss of the defensive move by the defender.

Indirect Penalty: Resumption of play at the point of infringement outside the opponent's shooting area.

Direct free kick: resumption of play at the point of infringement inside the shooting area.

Penalty: direct shot on goal from the penalty spot.