



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

## **Sports Rules of Table Football**

Issue 4.0

26 June 2005

# FISTF

## Table of contents

Table of contents.....	1
Part I. LEXICON AND DEFINITIONS.....	6
1. Base .....	6
2. Body .....	6
3. Field playing figure.....	6
4. Figure .....	6
5. Goalkeeper .....	6
6. Match .....	7
7. Passing a line .....	7
8. Player .....	7
9. Playing area.....	7
10. Playing board.....	7
11. Playing figure.....	8
12. Playing surface.....	8
13. Referee .....	8
14. Spare-Goalkeeper.....	8
15. Team .....	8
16. Type .....	8
17. Rules of Construction .....	9
Part II. SPORTS RULES OF THE GAME .....	10
Rule 1: Manipulation of the playing figures.....	10
1.1.    Flicking.....	10
1.2.    Illegal flicking .....	11
1.3.    Position of the player.....	11
1.4.    Polishing of playing figures .....	11
1.5.    Number of playing figures.....	12
Rule 2: Placing, raising and substituting of playing figures.....	13

# FISTF

2.1.	Placing playing figures that passed a line of the playing area .....	13
2.2.	Placing of playing figures in the goal-area.....	16
2.3.	Placing of playing figures that should be put at the same place on the playing surface.....	17
2.4.	Raising playing figures.....	17
2.5.	Substitution of playing figures .....	17
2.6.	Distance .....	18
Rule 3: Duration of the game.....		20
3.1.	Match time .....	20
3.2.	Added time .....	20
3.3.	Sudden death / shoot-out .....	20
Rule 4: Flick-off.....		22
4.1.	Definition.....	22
4.2.	Procedure for taking a flick-off .....	22
4.3.	Ball in or out of the game .....	24
Rule 5: Attacking .....		25
5.1	Attacker .....	25
5.2	Attacking .....	25
5.3.	Foul play by the attacker .....	26
5.4.	Limited flick .....	28
Rule 6: Defending .....		29
6.1.	Defender .....	29
6.2.	Defending - block-flick .....	29
Rule 7: Scoring a goal.....		34
7.1.	Correct scoring .....	34
7.2.	Incorrect scoring.....	34
7.3.	Own goal.....	34
Rule 8: Goalkeeping .....		36
8.1	Manipulation.....	36

# FISTF

8.2.	Positioning.....	37
8.3.	Substitution.....	38
Rule 9: Spare-goalkeeping.....		39
9.1.	Application .....	39
9.2.	Removing.....	40
Rule 10: Foul-play and misconduct.....		42
10.1.	Yellow card.....	42
10.2.	Orange card.....	42
10.3.	Red card .....	42
10.4.	Finger-foul.....	42
10.5.	Handball.....	43
10.6.	Obstruction .....	43
10.7.	Misconduct .....	44
10.8.	Time wasting .....	45
10.9.	Illegal behavior.....	45
Rule 11: Free-flick .....		47
11.1.	Definition.....	47
11.2.	Procedure for taking a free-flick .....	47
Rule 12: Penalty-flick .....		49
12.1.	Definition.....	49
12.2.	Procedure for taking a penalty-flick.....	49
Rule 13: Offside.....		51
13.1.	Definition.....	51
13.2.	Passive offside .....	52
13.3.	Tick-flick .....	53
13.4.	Procedure for taking a tick-flick.....	53
Rule 14: Flick-in .....		56
14.1.	Definition.....	56
14.2.	Procedure for taking a flick-in.....	56

# FISTF

Rule 15: Goal-flick .....	59
15.1.    Definition.....	59
15.2.    Procedure for taking a goal-flick.....	59
Rule 16: Corner-flick .....	62
16.1.    Definition.....	62
16.2.    Procedure for taking a corner-flick .....	62
Rule 17: Shoot-out.....	64
17.1.    Definition.....	64
17.2.    Procedure for each shot .....	65
Part III. EQUIPMENT REGULATIONS.....	66
Rule 1: Playing board .....	66
1.1.    Playing surface .....	66
1.2.    Playing-area .....	66
Rule 2: Goals.....	67
Rule 3: Ball .....	68
Rule 4: The playing figures .....	69
4.1.    Dimensions .....	69
4.2.    Composition.....	69
4.3.    Homologation .....	69
Rule 5: Goalkeeper .....	71
5.1.    Dimensions of the goalkeeper figure.....	71
5.2.    Dimensions of the goalkeeper-rod .....	71
5.3.    Homologation .....	71
Part IV. REFEREE'S GUIDE .....	75
Rule 1: Referee's obligations .....	75
Rule 2: Linesman .....	76
Part V. ADDITIONNAL INDOOR SPORTS TABLE FOOTBALL PLAYING RULES.....	77

# **FISTF**

## **Part I. LEXICON AND DEFINITIONS**

### **1. Base**

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

### **2. Body**

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

### **3. Field playing figure**

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

### **4. Figure**

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

### **5. Goalkeeper**

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

# **FISTF**

## **6. Match**

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

## **7. Passing a line**

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

## **8. Player**

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

## **9. Playing area**

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

## **10. Playing board**

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

# **FISTF**

## **11. Playing figure**

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

## **12. Playing surface**

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

## **13. Referee**

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

## **14. Spare-Goalkeeper**

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

## **15. Team**

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

## **16. Type**

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

# FISTF

## 17. Rules of Construction

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

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

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

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

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

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

## Part II. SPORTS RULES OF THE GAME

### Rule 1: Manipulation of the playing figures

#### 1.1. Flicking

- 1.1.1. A playing figure shall be propelled by placing the index or middle finger of either hand next to the playing figure and flicking with the nail of the finger against the playing figure's base.
- 1.1.2. Playing figures may not be knocked, pushed, nudged or scraped along nor may any leverage be gained other than from the playing surface. The flicked playing figure shall instantaneously leave the nail of the used finger. The player's hand and lower forearm may not move during the flick. Propelling the figure without touching the playing figure's base is not allowed.

#### When the offense occurs:

<b>Referee's expression:</b>	Incorrect flicking - free-flick
<b>Punishment:</b>	a. Free-flick from where the offending player has flicked incorrectly. See rule 11. b. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.1.

- 1.1.3. Handicapped people with no adequate index or middle finger may use any other finger to flick.
- 1.1.4. A flick shall be considered taken if a player has touched any part of any playing figure.

# FISTF

## 1.2. Illegal flicking

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

### When the offense occurs:

**Referee's expression:** Illegal flicking - free-flick

**Punishment:**

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

## 1.3. Position of the player

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

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

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

### When the offense occurs:

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

**Punishment:**

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

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

## 1.4. Polishing of playing figures

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

1.4.2. Providing the game is not interrupted or delayed, the playing figures may be polished also during the game in situations where

# FISTF

a player may pick up playing figures for goal-flick, flick-off, flick-in, free-flick, corner-flick, penalty-flick or if a playing figure has fallen off the playing board. To polish playing figures during the game on the defined occasions, it is recommended to attach the polish cloth to the player's belt.

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

## When the offense occurs:

**Referee's expression:** Time wasting - free-flick

**Punishment:** See rule 10.

## 1.5. Number of playing figures

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

## When the offense occurs:

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

**Punishment:**

- a. Free-flick from the penalty spot of the offending player. See rule 11.
- b. If a player uses more than 10 field playing figures the referee shall immediately interrupt the game in order to reduce the number of the offending player's field playing figures for the rest of the match by twice the number of field playing figures exceeding the limit. Thereby, the referee shall remove the field playing figures that are closest to the ball. Then, the referee shall give the signal for the game to continue by stating: "play!"

# FISTF

## Rule 2: Placing, raising and substituting of playing figures

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

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

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

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

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

**Referee's expression:** Verifying forcing possibility!

**Referee's action**

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

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

# FISTF

doubt on the fact that it was possible to force, he shall decide against the attacker.

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

- 2.1.2.1. A playing figure that has left the playing surface and remains on the playing board without hitting the barrier shall be placed by the referee *on the internal limit of the playing surface*, off the nearer touch- or goalline level to where it has come to rest, as soon as the ball is stationary.
- 2.1.2.2. After it has stopped out of the playing surface, a playing figure is not in play and may not be used again until it has been positioned by the referee as described above.
- 2.1.2.3. A figure is considered as having left the playing surface as soon as any part of its base touches the playing board.
- 2.1.2.4. Temporarily leaving the playing surface by a playing figure is accepted if it does not rebound off the barriers. The figure may then be played normally.
- 2.1.2.5. The following procedure shall be followed immediately when the ball becomes stationary:

**Referee's expression:** Placing!

**Referee's action**

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

- 2.1.2.6. If either player violates the above mentioned procedure:

**When the offense occurs:**

**Referee's expression:** Illegal flicking - free-flick

**Punishment:**

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

# FISTF

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

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

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

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

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

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

### **When the offense occurs:**

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

- Punishment:**
- a. Back for touching a stationary playing figure and/or the stationary ball. If back is claimed the referee shall replace all affected playing figures and/or the ball to their previous positions and allow an untaken block-flick to be taken. Then, the referee shall give the signal for the game to continue by stating: play!
  - b. Free-flick from where the illegally rebounded playing figure has touched a moving playing figure and/or the moving ball. See rule 11.
  - c. Free-flick from the penalty-spot if the illegally rebounded playing figure has touched a moving playing figure and/or the moving ball in the penalty-area. See rule 11.1.

# FISTF

- 2.1.3.4. If a rebounded playing figure comes to rest on the playing area and is touched by the ball before it could have been placed correctly, possession of the ball shall not be interfered as the playing figure is considered to be a neutral object.
- 2.1.3.5. The same procedure as point 2.1.2 has to be used to place the playing figure.
- 2.1.3.6. As the playing figure is placed at more than 21 mm from the line, it is not possible to force any flick-in, corner flick or goal flick on this figure.

## **2.1.4. *Placing playing figures that left the playing board***

- 2.1.4.1. Providing the ball is stationary, a playing figure that has left the playing board shall be placed by the referee *on the internal limit of the playing surface*, off the touchline on the side where it has left the playing board, at the height of the middle-line.
- 2.1.4.2. The same procedure as point 2.1.2 has to be used to place the playing figure.
- 2.1.4.3. As the playing figure is placed at more than 21 mm from the touchline, and as the figure is not completely in a zone, it is not possible to force any flick-in on this figure.

## **2.2. Placing of playing figures in the goal-area**

- 2.2.1. Providing the ball is stationary, a playing figure positioned in the goal-area, goal-mouth or touching the goal-area lines shall be placed by the referee 1 mm off the goal-area forward in the penalty-area perpendicularly to the goalline.
- 2.2.2. Playing figures shall remain positioned in the goal-area when the goalkeeper of that specific goal-area is replaced by the spare-goalkeeper. However, if a playing figure is positioned completely in the goal-mouth the referee shall place it 1 mm off the goal-area forward in the penalty-area perpendicularly to the goalline.

# FISTF

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

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

## 2.4. Raising playing figures

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

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

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

## 2.5. Substitution of playing figures

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

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

### Procedure:

**Player's expression:** Substitution!

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

# FISTF

to continue by stating: play!

- 2.5.3. The referee shall add lost time caused by the substitution of playing figures as extra time at the end of the regarded interval.
- 2.5.4. A player may also substitute all his playing figures at half-time. The color and type of the playing figures may be different from the ones used in the first half, but must still fulfill the requirements of rule 4.1 and the Equipment Regulations.

## 2.6. Distance

- 2.6.1. On the occasions of a free-flick, corner-flick, or flick-in the offended player (now the attacker) may claim "distance" if any defending playing figure is positioned too close to the ball after all the positional flicks have been taken. In this case, only the defending playing figures shall be put at distance.
- 2.6.2. On the occasion of a penalty-flick or goal-flick, the referee shall of his or her own initiative place the playing figures at the required distance.
- 2.6.3. The following are the required minimum distances when viewed directly from above:

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

## **FISTF**

- 2.6.4. The referee shall move the playing figures from the ball by following the axis of the playing figures' position to the ball. However, the playing figures should not be moved off the playing-area more than 1 mm or into the goal-area or to touch the goal-area line. See rule 2.1.1 and 2.1.2.
- 2.6.5. If, before playing figures are put at distance, an attacking playing figure was in offside position, the referee shall move the playing figures in such a way that the attacking playing figure shall remain in offside position.
- 2.6.6. Conversely, if before playing figures are put at distance, an attacking playing figure was not in offside position, the referee shall move the playing figures in such a way that the attacking playing figure shall not be put in offside position.

# FISTF

## Rule 3: Duration of the game

### 3.1. Match time

- 3.1.1. A match shall consist of two periods of fifteen minutes each. The half time interval shall be 3-5 minutes. The referee shall be the sole match timer, keeping track with his own watch.
- 3.1.2. The players may use their individual time device. Each player's time device shall not interfere with or disturb the match by sound or position. The referee shall give no importance to a player's time device, and has the right to ask the player(s) to remove it if he thinks it could disturb the game.

### 3.2. Added time

- 3.2.1. In case of substitution of a playing figure or goalkeeper, a delaying interruption of the match, or in case of time wasting by either player, the referee shall add lost time at the end of the affected period. See rule 10.8.
- 3.2.2. At the end of normal time, the referee shall announce how long extra time shall last. Thereby, it may occur that the extra time is extended based on occurrences during the extra time.
- 3.2.3. The referee shall add time at the end of a period to allow a penalty-flick to be taken. See rule 12.

### 3.3. Sudden death / shoot-out

#### 3.3.1. *Individual competition*

- 3.3.1.1. If in knock-out competitions the score of a match is drawn at the end of full time, one period of ten minutes sudden death shall be played. The sudden death shall start immediately after full time with a flick-off. See rule 4. The match shall end when one player has scored.
- 3.3.1.2. If, after sudden death, the match is still drawn a shoot-out shall take place immediately. See rule 17.

# FISTF

## 3.3.2. *Team competition*

- 3.3.2.1. If a knock-out game between two teams is drawn at the end of full time, the cumulated goal difference of all four matches shall decide on the winner. If the score and the cumulated goal difference are equal, one period of ten minutes sudden death shall be played on all four tables. The sudden death shall start immediately after full time with a flick-off. See rule 4. The match shall end when one of the players on the four different tables has scored.
- 3.3.2.2. If, after sudden death, the match is still drawn a shoot-out shall take place immediately. See rule 17.

# FISTF

## Rule 4: Flick-off

### 4.1. Definition

- 4.1.1. Prior to the start of the game or extra time the referee shall choose a player to call and toss a coin, and the winner shall have choice of flick-off or ends. For the second half the players shall change ends and the flick-off shall be taken by the player who did not start the game.
- 4.1.2. If two players meet with identically or similarly colored or painted bases, a coin shall be tossed by the referee and the player losing the call shall exchange his playing figures. The designated player shall not use more than 2 minutes to exchange his playing figures.

#### When the offense occurs:

**Referee's expression:** Misconduct

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

### 4.2. Procedure for taking a flick-off

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

#### When the offense occurs:

**Referee's expression:** Illegal position!

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

- 4.2.2. The attacker has to place his playing figures first, but not the playing figure taking the flick-off. After the attacker has completed the placing of his playing figures he may not change

# FISTF

their positions again, and the defender is to place his playing figures as required.

## When the offense occurs:

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

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

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

## When the offense occurs:

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

**Punishment:**

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

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

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

## When the offense occurs:

**Referee's expression:** Illegal flicking - free-flick

**Punishment:**

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

4.2.5. After scoring a goal the game shall be continued with a flick-off taken by the player conceding the goal. No more than 10 seconds

# FISTF

shall be given to the players to position the playing figures for flick-off.

## When the offense occurs:

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

**Punishment:**

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

## 4.3. Ball in or out of the game

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

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

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

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

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

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

# FISTF

## Rule 5: Attacking

### 5.1 Attacker

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

#### Action to take:

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

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

### 5.2 Attacking

- 5.2.1. The attacker may play a moving or stopped ball, but may not play the ball with the same attacking playing figure more than *three* times in succession until:
  - a. The ball has been played by another attacking playing figure or the attacker's goalkeeper.
  - b. Another attacking playing figure has been touched by the ball.
  - c. Possession of the ball has changed.
- 5.2.2. However, if the played attacking playing figure flicks the ball onto a defensive playing figure (*not* the goalkeeper), and from there it rebounds back to the played attacking figure, the requirement of change of possession is not fulfilled in order to regain three consecutive flicking opportunities.

# FISTF

## When the offense occurs:

<b>Referee's expression:</b>	Illegal flicking - free-flick
<b>Punishment:</b>	a. Free-flick from where the offending player has flicked illegally. See rule 11. b. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.1.

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

## 5.3. Foul play by the attacker

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

## When the offense occurs:

<b>Referee's expression:</b>	Foul play - free-flick / penalty-flick
<b>Punishment:</b>	Free-flick from where the attacking playing figure has fouled any playing figure, goalkeeper, or the defender's body, before hitting the ball. See rules 11 and 12.

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

## When the offense occurs:

<b>Referee's expression:</b>	Finger Foul - Free-flick
<b>Punishment:</b>	a. Free-flick from where the defender's body was touched by the attacker's playing figure. See rule 11. b. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.1.

# FISTF

- 5.3.3. After having touched the ball, the attacking playing figure may touch any playing figure, goalkeeper, or the defender's body before coming to rest.
- 5.3.4. An attacking playing figure which has missed the ball may not touch any playing figure or the defender's body before it comes to rest.

## When the offense occurs:

<b>Referee's expression:</b>	Change - back
<b>Punishment:</b>	If back is claimed by the offended player the referee shall replace all affected playing figures and/or the ball to their previous positions. Then the referee gives the signal for the game to continue by stating: "play!" Possession of the ball changes to the defender, whether back is requested or not.

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

## When the offense occurs:

<b>Referee's expression:</b>	Blocked ball - free-flick
<b>Punishment:</b>	a. Free-flick from where the stationary ball has been blocked illegally. See rule 11. b. Free-flick from the penalty-spot if the stationary ball has been blocked illegally in the penalty-area. See rule 11.1.

This rule shall be applied to avoid "scrimmaging" the ball forward. If however, the ball is played out of a position where more than one playing figure were touching the ball simultaneously, and the attacker's clear intention was to avoid "scrimmaging" with his next flick, and accidentally the ball

# FISTF

comes to rest again by touching more than one playing figure simultaneously, the referee shall not decide on “blocked ball”.

## 5.4. Limited flick

- 5.4.1. If the attacker, when attempting to flick a playing figure at the ball, needs to take up a position behind the playing board that requires the defender to move out of convenient reach of the goalkeeper, the referee shall allow the attacker to make his/her flick, then allow the defender time to take his/her block-flick.
- 5.4.2. It must be clear that the concept of limited flick may not be extended to other situations where the attacker does not hinder the goalkeeping of the defender. There shall never be a limited flick when the attacker is not physically positioned behind the defender's goalline, or when the attacker is not actually hindering the goalkeeping of the defender.

### Procedure:

<b>Referee's expression:</b>	Limited flick!
<b>Punishment:</b>	The referee allows the attacker to take his flick and then interrupts the game by stating "block-flick" to allow the defender time to take his defensive flick. Then the referee declares the match to continue by stating: “play!”

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

### When the offense occurs:

<b>Referee's expression:</b>	Illegal flicking - free-flick
<b>Punishment:</b>	a. Free-flick from where the offending player has flicked illegally. See rule 11. b. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.1.

# FISTF

## Rule 6: Defending

### 6.1. Defender

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

#### Action to take:

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

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

### 6.2. Defending - block-flick

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

#### When the offense occurs:

**Referee's expression:** Illegal flicking - free-flick

**Punishment:**

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

# FISTF

been committed in the penalty-area. See rule 11.1.

- 6.2.2. A block-flick taken by the defender after the attacker has missed the ball is considered an attacking flick.
- 6.2.3. The attacker does not have to wait for the defender to take a block-flick. However, in the following situations, the referee shall allow the defender time to make a block-flick.
  - 6.2.3.1. Rule 2.1: Placing and raising of playing figures: If the referee interrupts the game and places playing figures according to the rules (when the ball is stationary), he shall allow the defender time to make an untaken block-flick.
  - 6.2.3.2. Rule 5.4: Limited flick: If the attacker, when attempting to flick a playing figure at the ball, needs to take up a position behind the playing board that requires the defender to move out of convenient reach of the goalkeeper, the referee shall allow the attacker to make his/her flick, then allow the defender time to take his/her block-flick.
  - 6.2.3.3. Rule 8.3: Substitution of the goalkeeper: A broken or damaged goalkeeper may be substituted at any time during the match providing the ball is stationary. After the player has announced his intention to substitute the broken goalkeeper, the referee interrupts the game and shall control if the replacing goalkeeper fulfills the defined regulations, then allows the defender to take an untaken block-flick.
  - 6.2.3.4. Rule 9.2.2: Removing of the spare-goalkeeper: After the spare-goalkeeper has been removed from the playing area, the referee interrupts the game and allows the defender to take an untaken block-flick.
  - 6.2.3.5. Rule 13.4: Procedure for taking a tick-flick: When the referee has given the attacker permission to take a tick-flick, he shall allow the defender to take an untaken block-flick before the tick-flick is taken. After the attacker has taken the tick-flick, the referee shall allow the defender to take another block-flick.
  - 6.2.3.6. Rule 14.2: Procedure for taking a flick-in: Before the attacker may proceed with attacking after a flick-in, the referee shall allow the defender to take a block-flick.

# FISTF

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

## When the offense occurs:

**Referee's expression:** Function of the case

**Punishment:**

**a. *The ball is stationary:***

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

**b. *The ball is moving:***

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

- (i) If back is claimed the referee shall replace all affected playing figures and/or the ball to their previous positions. Then, the referee shall give the signal for the game to continue by stating: play!
- (ii) For violating a stationary playing figure, a free-flick (iii) shall only be awarded if the violated playing figure has been prevented to be used to play a moving ball. Otherwise a back shall be applied as mentioned under (i).
- (iii) Free-flick from where the offending playing figure has committed the offense. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.
- (iv) If back is requested by the attacker, the referee shall replace the offending playing figure and the eventually affected ball to the previous position. The referee shall position the offended attacking playing figure where the offense took place and give the signal for the game to continue by stating: "play!" Thereby, the attacker gains some

# FISTF

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

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

## When the offense occurs:

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

**Punishment:**

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

**Remark:** Please see rule 10.6.

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

## When the offense occurs:

**Referee's expression:** Finger Foul - Free-flick

**Punishment:**

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

# FISTF

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

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

# FISTF

## Rule 7: Scoring a goal

### 7.1. Correct scoring

- 7.1.1. A goal is scored if the ball has completely crossed the goalline between the goal posts and under the crossbar providing:
- a. the ball has been shot from completely inside the opposing shooting-area, regardless of the shooting playing figure's initial position. See rule 9.1c.
  - b. the ball has been shot before the signal to end the game has started.
- 7.1.2. The referee shall immediately announce if the ball has completely passed the shooting-line and is positioned inside the shooting-area by stating: "shootable!"
- 7.1.3. The referee shall immediately announce a correctly scored goal by stating: "goal!"

### 7.2. Incorrect scoring

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

### 7.3. Own goal

- 7.3.1. A player may score an own goal from anywhere on the pitch regardless of the playing figure's and the ball's position.
- 7.3.2. However, the attacker may not score an own goal directly from a free-flick, corner-flick, flick-in, goal-flick or penalty-flick. A corner-flick shall be awarded to the opposing player instead. See rule 16.
- 7.3.3. If the ball rebounds directly off the post or crossbar after a regular shot at the opponent's goal and passes the attacker's

# **FISTF**

goalline, a goal-flick for the attacker shall be awarded. See rule 15.

# FISTF

## Rule 8: Goalkeeping

### 8.1 Manipulation

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

#### When the offense occurs:

**Referee's expression:** Illegal manipulation - free-flick

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

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

#### When the offense occurs:

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

**Punishment:**

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

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

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

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

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

# FISTF

b. Possession of the ball has changed.

## When the offense occurs:

**Referee's expression:** Illegal manipulation - free-flick

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

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

## 8.2. Positioning

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

## When the offense occurs:

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

**Punishment:**

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

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

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

## When the offense occurs:

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

# FISTF

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

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

## When the offense occurs:

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

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

## 8.3. Substitution

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

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

## Actions to take:

**Player's expression:** Substitution!

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

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

# FISTF

## Rule 9: Spare-goalkeeping

### 9.1. Application

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

#### When the offense occurs:

**Referee's expression:** Illegal manipulation - free-flick

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

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

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

#### When the offense occurs:

**Referee's expression:** Illegal manipulation - free-flick

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

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

#### When the offense occurs:

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

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

9.1.4. When the spare-goalkeeper has entered the playing-area from within the goal-area it is considered a regular playing figure. See

# FISTF

rule 1. However, by entering the playing-area, the spare-goalkeeper may not score a regular goal with its first flick.

## 9.2. Removing

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

- a. Possession of the ball has been regained by the spare-goalkeeper's player. However, if the played attacking figure flicks the ball onto a defensive playing figure (*not* the goalkeeper), and from there it rebounds back to an attacking playing figure, the requirement of change of possession is not fulfilled in order to remove the spare goalkeeper.
- b. The ball has crossed either touch- or goalline.
- c. A free-flick or penalty-flick is awarded to the spare-goalkeeper's player and that player does not request to play on.
- d. A penalty-flick is awarded against the spare-goalkeeper's player and that player does not request to play on.

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

### When the offense occurs:

**Referee's expression:** Illegal flicking - free-flick

**Punishment:**

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

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

# FISTF

## When the offense occurs:

**Referee's expression:** Illegal flicking - free-flick

**Punishment:**

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

# FISTF

## Rule 10: Foul-play and misconduct

### 10.1. Yellow card

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

### 10.2. Orange card

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

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

### 10.3. Red card

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

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

### 10.4. Finger-foul

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

#### When the offense occurs:

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

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

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

# FISTF

## 10.5. Handball

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

### When the offense occurs:

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

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

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

## 10.6. Obstruction

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

### When the offense occurs:

**Referee's expression:** Obstruction - free-flick

**Punishment:**

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

10.6.2. Examples of offenses:

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

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

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

# FISTF

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

## 10.7. Misconduct

- 10.7.1. During the two fifteen minutes periods, extra-time, sudden death and shoot-out the players may not speak or make exaggerated gestures. The players may not comment on the match, criticize or influence the referee's decisions or influence the opponent, the referee or the spectators.
- 10.7.2. The players shall strictly follow the referee's decision and the only occasions for a player to speak during a match are:
- 10.7.2.1. The offended player informs the referee on playing on: “play on”, or of accepting the awarded sanction in case of any infringements by the opposing player.
- 10.7.2.2. The attacker may ask for distance in accordance with Rule 2.6: “distance!”
- 10.7.2.3. Both players may ask the referee to remove the ball and the nominated playing figure in order to take a positional flick before a flick-in, corner-flick or free-flick. See rule 11.2.2.
- 10.7.2.4. The attacker shall ask the referee for permission to take a tick-flick and to announce that it is being taken: “Offside? - Tick!”
- 10.7.2.5. Both players may announce the substitution of a playing figure or the goalkeeper: “substitution!”
- 10.7.2.6. Both players shall declare their readiness in case of a shoot-out when shooting or goalkeeping: “ready!” See rule 17.
- 10.7.2.7. Mutual communication between the two players to outvote the referee in a questionable situation.

### When the offense occurs:

<b>Referee's expression:</b>	Misconduct - free-flick
<b>Punishment:</b>	a. Free-flick from the position of the ball at the moment of the offense. See rule 11. b. Free-flick from the penalty-spot if the ball has been positioned in the penalty-area at the moment

# FISTF

of the offense. See rule 11.1.

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

## 10.8. Time wasting

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

### When the offense occurs:

**Referee's expression:** Time wasting - free-flick

**Punishment:**

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

- 10.8.2. When shooting at goal, the attacker may prepare for the shot, but may not take more than 10 seconds to shoot.
- 10.8.3. Notwithstanding Rule 10.8.2, taking any flick which is not a shot at the goal may not take more than 5 seconds.
- 10.8.4. Tactical time wasting by keeping possession for as long as possible shall not be punished providing the defender is given a fair chance to regain possession of the ball.
- 10.8.5. The referee shall note wasted time and add it as extra time.

## 10.9. Illegal behavior

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

# FISTF

**When the offense occurs:**

**Referee's expression:** Illegal behavior - free-flick

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

# FISTF

## Rule 11: Free-flick

### 11.1. Definition

- 11.1.1. All free-flicks are to be taken indirectly. Please consider Rule 12 in the case of a penalty-flick.
- 11.1.2. Playing figures off the playing-area can be fouled. The free-flick is then to be taken from the nearest point on the goal- or touchline.
- 11.1.3. A free-flick for an offense in the penalty area, on or off the goalline within the extension of the penalty-area, or on any line of the penalty area shall be taken from the penalty-spot.

### 11.2. Procedure for taking a free-flick

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

#### When the offense occurs:

<b>Referee's expression:</b>	Illegal manipulation - change of free-flick right
<b>Punishment:</b>	The right to take the free-flick changes to the opponent.

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

#### When the offense occurs:

<b>Referee's expression:</b>	Back
<b>Punishment:</b>	If back is claimed by the offended player, the referee

# FISTF

shall replace all affected playing figures to their previous positions. The faulty positional flick may not be retaken.

- 11.2.3. The offended player may claim “distance” in accordance with Rule 2.6, if any opposing playing figure is positioned within 40 mm away from the ball after the positional flicks have been made.
- 11.2.4. The referee signals to proceed with the free-flick if players are ready by stating: “play!” Note that when taking a free-flick, the ball shall be played first before an attacking playing figure in an offside position may be flicked onside by a tick-flick. See Rule 13.
- 11.2.5. The playing figure taking the free-flick may not play the ball again until:
  - a. The ball has been played by another attacking playing figure or the attacker's goalkeeper.
  - b. Another attacking playing figure has been touched by the ball.
  - c. Possession of the ball has changed.

## When the offense occurs:

**Referee’s expression:** Illegal flicking - free-flick

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

# FISTF

## Rule 12: Penalty-flick

### 12.1. Definition

- 12.1.1. The following offenses are punished with a penalty-flick providing the offending player commits the offense within his/her own penalty-area. Thereby, the penalty-area line and the section of the goalline limiting the penalty-area are considered to be part of the penalty-area.
  - 12.1.1.1. Foul play by the attacker. See rule 5.3.
  - 12.1.1.2. Illegal manipulation of the goalkeeper. See rules 8.1.2 and 8.2.1.
  - 12.1.1.3. Finger-foul. See rule 10.4.
  - 12.1.1.4. Handball. See rule 10.5.
  - 12.1.1.5. Incorrect tick-flick. See rule 13.4.3.
- 12.1.2. A game shall be extended at half time or full time to allow a penalty-flick to be taken or retaken. The extension shall last until the referee has decided whether or not a goal has been scored. No other flicks by either player shall be made after the penalty-flick is taken, apart from the manipulation of the goalkeeper by the defender.

### 12.2. Procedure for taking a penalty-flick

- 12.2.1. The ball shall be placed on the penalty spot. A playing figure shall be nominated to take the penalty-flick and may be positioned as desired by the ball.
- 12.2.2. All playing figures, apart from the goalkeeper and the penalty-flick taker shall be placed outside the penalty-area and its semi-circle. The referee shall move all other playing figures from the penalty-area on a line perpendicular to the goalline 1 mm off the penalty-area and its semi-circle.
- 12.2.3. If, at the time a penalty-flick is awarded, the goalkeeper of the offending player was removed and his spare-goalkeeper was in play, the spare-goalkeeper may be taken off the playing-area and the goalkeeper reinstalled.

# FISTF

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

## When the offense occurs:

**Referee's expression:** Replay!

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

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

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

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

## When the offense occurs:

**Referee's expression:** Illegal flicking - free-flick

**Punishment:**

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

# FISTF

## Rule 13: Offside

### 13.1. Definition

#### 13.1.1. *Offside Position*

- 13.1.1.1. An attacking playing figure may not be positioned:
- within the defender's shooting-area; and
  - nearer to the defender's goalline than the ball; and
  - if the goalkeeper has been removed, when one or no defending playing figure is nearer to the defender's goalline than the attacking playing figure; or
  - if the goalkeeper is in use, when no defending playing figure is nearer to the defender's goalline than the attacking playing figure.
- 13.1.1.2. An attacking playing figure positioned as described in 13.1.1.1 is said to be in *offside position*.

#### 13.1.2. *Offside Declaration*

- 13.1.2.1. An attacking playing figure in offside position shall be declared offside when the slightest part of the ball has passed the penultimate defending playing figure's base and the ball is positioned completely in the defender's shooting-area.
- 13.1.2.2. If the ball is already placed past the penultimate defending playing figure's base and positioned completely in the defender's shooting area, an attacking playing figure in offside position shall be declared offside when the ball is played *toward the defender's goalline* by *another* attacking playing figure.
- 13.1.2.3. For an offside to be declared, the attacking playing figure must have been in offside position when the ball is touched by another attacking playing figure. Therefore, the defender cannot play an attacking playing figure offside after the ball has been touched.

#### **When the offense occurs:**

**Referee's expression:** Offside - free-flick

# FISTF

<b>Punishment:</b>	Free-flick from where the playing figure was deemed offside.
<b>Remark:</b>	<ol style="list-style-type: none"><li>a. If there are two or more playing figures deemed offside simultaneously the free-flick shall be taken from the playing figure's position nearer to the goalline (deeper offside).</li><li>b. Playing figures or goalkeepers positioned behind the goalline are considered to be on the goalline regarding an offside decision.</li></ol>

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

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

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

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

## 13.2. Passive offside

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

### When the offense occurs:

<b>Referee's expression:</b>	Offside - free-flick
<b>Punishment:</b>	Free-flick from where the playing figure in passive offside was flicked before the ball has stopped.

# FISTF

## 13.3. Tick-flick

- 13.3.1. The attacker may attempt to flick a playing figure which is in offside position into onside position by taking a tick-flick. For each period of possession, the attacker may take three tick-flicks.
- 13.3.2. However, if the played attacking figure flicks the ball onto a defensive playing figure (*not* the goalkeeper), and from there it rebounds back to an attacking playing figure, the requirement of change of possession is not fulfilled in order to regain three tick flicks.

### When the offense occurs:

<b>Referee's expression:</b>	Illegal flicking - free-flick
<b>Punishment:</b>	a. Free-flick from where the offending player has flicked illegally. See rule 11. b. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.1.

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

## 13.4. Procedure for taking a tick-flick

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

### When the offense occurs:

<b>Referee's expression:</b>	Change!
<b>Punishment:</b>	If a tick-flick is taken without the referee's permission or if the player does not state "tick", the flick is deemed as an attempt to play the ball.

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

# FISTF

## When the offense occurs:

<b>Referee's expression:</b>	Illegal flicking - free-flick
<b>Punishment:</b>	a. Free-flick from where the offending player has flicked illegally. See rule 11. b. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.1.

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

## When the offense occurs:

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

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

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

## When the offense occurs:

<b>Referee's expression:</b>	Illegal flicking - free-flick
<b>Punishment:</b>	If the attacker does not allow the defender to take his block-flick: a. Free-flick from where the offending player has flicked illegally. See rule 11. b. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.1.

# FISTF

- 13.4.6. A "ticked" playing figure may not play the ball until:
- a. The ball has been played by another attacking playing figure or the attacker's goalkeeper.
  - b. Possession of the ball has changed.

## **When the offense occurs:**

**Referee's expression:** Illegal flicking - free-flick

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

# FISTF

## Rule 14: Flick-in

### 14.1. Definition

- 14.1.1. If the ball has completely crossed the touchline, a flick-in shall be awarded to the player whose playing figure or goalkeeper was not last to touch the ball.
- 14.1.2. In order to force a flick-in, the ball, the deflecting defending playing figure and the forcing attacking playing figure or goalkeeper shall be positioned and played from completely inside the same field-quarter as the ball passes completely the sideline with its full size. All required elements considered positioned completely inside the same field-quarter if they are positioned past the regarded shooting-area line and/or the center-line.
- 14.1.3. A flick-in may not be forced off a playing figure that is positioned off the playing-area.
- 14.1.4. If the defender accidentally plays the ball across the touchline with his block-flick, the attacker may accept a flick-in.
- 14.1.5. A goal may not be scored directly from a flick-in. See rule 7.3.
- 14.1.6. If the goalkeeper touches the ball, it is always considered as playing it (see rule 8.1.3). Therefore, it is impossible to force a flick-in on the goalkeeper as described in rule 14.1.2. However, the goalkeeper may force a flick-in.

### 14.2. Procedure for taking a flick-in

- 14.2.1. A flick-in shall be taken from the point where the ball has crossed the touchline.
- 14.2.2. The player taking the flick-in shall first nominate the playing figure to take the flick-in, before any positional flicks are taken.

#### When the offense occurs:

<b>Referee's expression:</b>	Illegal manipulation - change of flick-in right
<b>Punishment:</b>	The right to take the flick-in changes to the opponent.

# FISTF

- 14.2.3. Each player may proceed with one positional flick, with the attacker flicking first. See rule 11.2.2.
- 14.2.4. The playing figure to take the flick-in shall be placed off the playing-area as desired to take the flick-in. The ball shall be placed centrally on the touchline.

## When the offense occurs:

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

**Punishment:** Flick-in for the offended player.

- 14.2.5. The attacker may claim "distance" in accordance with Rule 2.6, if any opposing playing figure is positioned within 40 mm of the ball after the positional flicks have been taken.
- 14.2.6. The referee signals to take the flick-in when both players are ready by stating: "play!"
- 14.2.7. The attacker takes the flick-in and shall then wait for the defender to take a block-flick (if it was not already taken) before the attacker may proceed with attacking.

## When the offense occurs:

**Referee's expression:** Illegal flicking - free-flick

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

- 14.2.8. The playing figure taking the flick-in may not play the ball again until:
- The ball has been played by another attacking playing figure or the attacker's goalkeeper.
  - Another attacking playing figure has been touched by the ball.
  - Possession of the ball has changed.

## When the offense occurs:

**Referee's expression:** Illegal flicking - free-flick

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

# FISTF

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

# FISTF

## Rule 15: Goal-flick

### 15.1. Definition

- 15.1.1. A goal-flick shall be awarded to the defender when:
  - 15.1.1.1. The attacker plays the ball across the defender's goalline.
  - 15.1.1.2. The attacker plays the ball across the defender's goalline by last deflecting off an attacking playing figure or the attacker's goalkeeper.
  - 15.1.1.3. The attacker plays the ball that is not positioned in the defender's shooting-area across the defender's goalline by last being deflected by any playing figure.
  - 15.1.1.4. The defender's goalkeeper deflects an irregular shot from the attacker (when the ball is not originally positioned in the defender's shooting-area) in his own goal or behind the goalline.
- 15.1.2. The attacker may force a goal-flick providing the ball is positioned completely inside his own shooting-area and has last been deflected by a defending playing figure positioned completely in the attacker's shooting-area before crossing the attacker's goalline. See rule 7.2 and 7.3.
- 15.1.3. If the defender accidentally plays the ball across the attacker's goalline with his block-flick, the attacker may accept a goal-flick.
- 15.1.4. A goal-flick may not be forced off a playing figure that is positioned off the playing-area.
- 15.1.5. A goal may not be scored directly from a goal-flick. See rule 7.3.

### 15.2. Procedure for taking a goal-flick

- 15.2.1. Both players may pick up their playing figures and place them under the following restrictions:
  - 15.2.1.1. The attacker has to place his playing figures first, but not the playing figure taking the goal flick. After the attacker has completed the placing of his playing figures he may not change their positions again and the defender is to place his playing figures as required.

# FISTF

## When the offense occurs:

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

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

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

## When the offense occurs:

**Referee's expression:** Illegal position!

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

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

## When the offense occurs:

**Referee's expression:** Illegal position!

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

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

## When the offense occurs:

**Referee's expression:** Illegal flicking - free-flick

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

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

# FISTF

## When the offense occurs:

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

**Punishment:**

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

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

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

## When the offense occurs:

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

**Punishment:**

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

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

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

## When the offense occurs:

**Referee's expression:** Illegal flicking - free-flick

**Punishment:**

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

# FISTF

## Rule 16: Corner-flick

### 16.1. Definition

- 16.1.1. A corner-flick shall be awarded if the ball has crossed the goalline in the following situations:
  - 16.1.1.1. The attacker may force a corner-flick providing the ball is played from inside the defender's shooting-area and the ball has last been deflected by a defending playing figure or the defending goalkeeper before passing the defender's goalline.
  - 16.1.1.2. A corner-flick is awarded to the defender, if the attacker plays the ball across his own goalline. See rule 7.3.
- 16.1.2. If the defender accidentally plays the ball across his own goalline with his block-flick, the attacker may accept a corner-flick.
- 16.1.3. A corner-flick may not be forced off a playing figure or a goalkeeper that is positioned off the playing-area.
- 16.1.4. A goal may be scored directly from a corner-flick. See rule 7.3.

### 16.2. Procedure for taking a corner-flick

- 16.2.1. The ball shall be placed within the quarter circle or centrally on the quarter circle line at the side of the goal where the ball has crossed the goalline. The ball may be partly outside the quarter circle, but no more than half of the ball may be seen outside of it when observed directly from above.
- 16.2.2. The player taking the corner-flick shall first nominate the playing figure to take the corner-flick, before any positional flicks are taken. The playing figure to take the corner-flick may be placed as desired.

#### When the offense occurs:

<b>Referee's expression:</b>	Illegal manipulation - flick-in for the opponent
<b>Punishment:</b>	The offending player loses the right to take the corner-flick and the opponent takes a flick-in from the junction of the goal- and touchline. See rule 14.

# FISTF

- 16.2.3. Each player may proceed with three positional flicks, with the attacker flicking first. See Rule 11.2.2.
- 16.2.4. The attacker may claim “distance” in accordance with Rule 2.6, if any opposing playing figure is positioned within 90 mm of the ball after the positional flicks have been taken.
- 16.2.5. The referee signals to take the corner-flick when both players are ready by stating: “play!”
- 16.2.6. The playing figure taking the corner-flick may not play the ball again until:
  - a. The ball has been played by another attacking playing figure or the attacker's goalkeeper.
  - b. Another attacking playing figure has been touched by the ball.
  - c. Possession of the ball has changed.

## When the offense occurs:

<b>Referee’s expression:</b>	Illegal flicking - free-flick
<b>Punishment:</b>	<ul style="list-style-type: none"><li>a. Free-flick from where the offending player has flicked illegally. See rule 11.</li><li>b. Free-flick from the penalty-spot if the offense has been committed in the penalty-area. See rule 11.1.</li></ul>

# FISTF

## Rule 17: Shoot-out

### 17.1. Definition

- 17.1.1. If a knock-out match in an individual or team competition is drawn after sudden death also regarding the accumulated goal-difference between the two teams, a shoot-out shall take place. In a team match, the team captain shall nominate one of the 4 last performing players to represent his team.
- 17.1.2. The referee shall decide which goal to use and shall then toss a coin and ask one of the players to call. The player who wins the toss may opt to shoot or to keep goal first.
- 17.1.3. Five shots per player are taken alternately, starting from the side of the pitch chosen by the referee, from the following positions:
  - 17.1.3.1. The ball shall be placed completely in the shooting-area, as near to the shooting-line and touchline as possible, without touching them.
  - 17.1.3.2. The ball shall be placed completely in the shooting-area, as near to the shooting-line as possible without touching it and so that a line drawn by extending the side of the penalty-area would pass through the center of the ball.
  - 17.1.3.3. The ball shall be placed completely in the shooting-area, as near to the shooting-line as possible without touching it and so that a line from the center of the goalline drawn through the penalty spot would pass through the center of the ball.
  - 17.1.3.4. As position 17.1.3.2, but on the other side of the pitch.
  - 17.1.3.5. As position 17.1.3.1, but on the other side of the pitch.
- 17.1.4. If after five shots no winner has been determined, sudden death shots continue from position 17.1.3.1. If after an even number of shots taken one player has scored more goals than the other, then that player is the winner.

# FISTF

## **17.2. Procedure for each shot**

- 17.2.1. The referee shall place the ball according to the above definitions.
- 17.2.2. The attacker shall place his playing figure to shoot and confirm that he is prepared to proceed with the shot by stating: “ready!” If the attacker is not ready after 10 seconds the referee shall regard the shot as being taken unsuccessfully. If the attacker changes the position of the prepared playing figure after he has announced his readiness, the shot is considered as being taken unsuccessfully.
- 17.2.3. The referee then asks the goalkeeper to be ready. The defender may not go forward of the goalline with any part of his body for any reason. The defender is given maximum 10 seconds to confirm that he is prepared to proceed with goalkeeping by stating: “ready!” If the goalkeeper is not ready after 10 seconds the referee shall regard the shot as being taken successfully.
- 17.2.4. The referee signals for the shot to be taken by stating: “play!”
- 17.2.5. The attacker shall proceed with his shot within 10 seconds. If the attacker has not taken the shot within 10 seconds the referee shall regard the shot as being taken unsuccessfully.

## **Part III. EQUIPMENT REGULATIONS**

### **Rule 1: Playing board**

#### **1.1. Playing surface**

- 1.1.1. The playing surface shall be properly fixed to hardboard or similar material. It shall be a maximum 90 cm, minimum 70 cm above floor level. The board shall be level.
- 1.1.2. The playing surface and the playing board shall extend outside the playing-area for 4-10 cm from the touch- and goallines. The playing board may not extend more than 10 cm behind the back of the goal.
- 1.1.3. The playing board shall be surrounded by a fence of 2-10 cm in height and a maximum of 10 cm in width. Centrally behind each goal there shall be a gap of 15-25 cm in the surround.
- 1.1.4. There shall be at least 100 cm of free space around the table for the players, the referee and linesman to perform.
- 1.1.5. The pitch cloth shall be smooth and free of any disturbing particles and shall allow a precise sliding of the playing figures and a straight run of the ball.
- 1.1.6. The lines printed on the pitch cloth shall not be more than 3 mm in width and not interfere with the game by affecting the run of the ball and/or the sliding of the playing figures.

#### **1.2. Playing-area**

- 1.2.1. The *playing-area* of the pitch shall be a rectangle. The length shall be marked by touchlines of maximum 140 cm, minimum 90 cm. The width shall be marked by goallines of maximum 100 cm, minimum 60 cm. However, the width of the playing area shall always be at least 30 cm smaller than its length. The playing-area shall be divided into two equal halves by a center-line parallel to

# FISTF

the goallines. There shall be a center-spot on the center-line equidistant from each touchline and a center-circle of radius 6-12 cm, concentric to the center-spot.

- 1.2.2. Each half shall be divided into two equal zones by a shooting-line, parallel to the goallines. The zone between the shooting-line and the goalline shall be called the *shooting-area*.
- 1.2.3. In each shooting-area there shall be a *penalty-area* adjacent to the goalline. Each penalty-area shall be formed by two parallel lines, 12-18 cm long and 30-48 cm apart, which are equidistant from the center of the goalline. These lines shall be at right angles to the goallines and joined at their ends to form rectangles. There shall be a penalty spot in each penalty-area, 8-14 cm from the goalline and equidistant from each touchline.
- 1.2.4. In each shooting-area there shall be a *goal-area* adjacent to the goalline. Each goal-area shall be formed by two parallel lines, 5-7 cm long and 22-26 cm apart, which are equidistant from the center of the goalline. The vertical goal-area lines may extend behind the goalline to allow a more precise positioning of the spare-goalkeeper.
- 1.2.5. In each corner of the playing-area there shall be a quarter circle of radius 2-3 cm concentric to the junction of the touch- and goallines.

## Rule 2: Goals

- 2.1. A *goal* shall be placed centrally on each goalline so that the front posts are on the line. The goals shall be solidly constructed and produced of solid material that does not bend or break under any playing conditions. The goals shall be fixed mechanically to the playing board.
- 2.2. A goal shall consist of two posts, one crossbar, two side bars on each side, a back bar and a net, which shall be firmly fixed to the posts and the bars.
- 2.3. The posts shall be upright and parallel, 6 cm long and 12.5 cm apart. The crossbar shall be fixed to the top of the posts. The back bar(s) shall be positioned parallel to the crossbar. The posts

# FISTF

and the bars shall not be thicker than 5 mm. The distance from the goalline to the back bar shall be 6-9 cm.

## Rule 3: Ball

- 3.1. The ball shall be an empty plastic sphere of 2.2 cm in diameter and 1.5 g in weight.
- 3.2. The balls that are currently homologated are the *Subbuteo* balls that satisfy the above criteria, and the *Zeugo* balls.
- 3.3. If the players cannot agree on a ball, a white Subbuteo “Tango” ball shall be used.
- 3.4. A painted or marked ball may only be used if both players agree. The referee shall replace a broken ball immediately when the ball is stationary.
- 3.5. It is necessary to ask for homologation of new ball type to the F.I.S.T.F. Board of Directors before any player might use it in a game. The applicant shall send a sample of his products, with a memorandum of understanding of the conditions of points 3.6 and 3.7.
- 3.6. To be successfully homologated, a new type of ball must be industrially produced and distributed in sufficient quantity to supply any required order.
- 3.7. Homologation is granted purely on sports grounds, and FISTF expressly disclaims any obligation or warranty, express or implied, including, without limitation, any implied warranty arising from course of performance, course of dealing or usage of trade, all other obligations and liabilities whatsoever whether in contract, warranty, tort (including without limitation, negligence, active, passive or imputed liability or strict liability), by statute or otherwise, strict liability or product liability of any nature whatsoever, and intellectual property rights, related to the homologated products, either towards the applicant or any third party.

# FISTF

## Rule 4: The playing figures

### 4.1. Dimensions

The playing figures shall consist of a round base and a figure which shall be firmly fixed to the base by fulfilling the following standards:

- 4.1.1. The base shall be maximum 0.7 cm, minimum 0.5 cm in height and maximum 2.1 cm, minimum 1.6 cm in diameter.
- 4.1.2. The figure fixed to the base shall be maximum 1.3 cm, minimum 0.6 cm at its widest point and maximum 0.6 cm in thickness. The figure shall symbolize a human body.
- 4.1.3. The maximum height of the playing figure including its base shall be 3.9 cm, the minimum height shall be 2.7 cm.

### 4.2. Composition

Each player shall use ten field playing figures, one spare-goalkeeper and a goalkeeper. Each playing figure of a set shall be of the same type. All figures shall be painted equally and the bases shall have the same color, excepting the spare-goalkeeper's base that shall be different in color from all other playing figures.

### 4.3. Homologation

- 4.3.1. It is necessary to ask for homologation of new types of playing figures to the F.I.S.T.F. Board of Directors before any player might use them in a game. The applicant shall send a sample of his products, with a memorandum of understanding of the conditions of points 4.3.3 and 4.3.4.
- 4.3.2. The following types of playing figures are approved by FISTF. Any further design of a playing figure is to be presented to FISTF and authorized before it may be used in any competition.
  - 4.3.2.1. *Flat* playing figures: (produced since 1940s): 17-18 mm diameter of the base, 35-39 mm height of the playing figure inclusive the base. There are the different homologated playing figures styles:

# FISTF

English style, Subbuteo style, Swiss style, German style, and Newfooty style.

- 4.3.2.2. *00-scale* playing figures made by Subbuteo: 18-21 mm diameter of the base, 28-31 mm height of the playing figure including the base: “molded” type (produced in 1960/70s: The figure and the plate is made out of one mould), “walking-figure” type (produced in 1950/60s: The figure and the plate is made out of one mould. The figure shows a walking man.), “bar-figure” type (produced in 1960/70s: The figure is fixed on a bar that is put in the base.), “plug-figure” type (produced since 1980s: The figure is fixed on a knob that is put in the base.).
- 4.3.2.3. *Sports* playing figures (produced since 1993): 21 mm diameter of the base, 35-37 mm height of the playing figure inclusive the base.
- 4.3.2.4. *Toccer* playing figures (produced since 1994): 21 mm diameter of the disk shaped base, 34-36 mm height of the playing figure inclusive the base.
- 4.3.2.5. *Profibase* bases (produced since 1995): that are similar to 00-scale or Toccer bases and may be used with 00-scales figures.
- 4.3.2.6. *Woodentop* figures (produced since 1995): consisting of a wooden figure of 30-32 mm height (without base) to be used on 00-scale, Profibase, or Sports bases.
- 4.3.2.7. *Zeugo* figures (produced since 1998): similar to the 00-scale figures.
- 4.3.3. To be successfully homologated, a new type of playing figures must be industrially produced and distributed in sufficient quantity to supply any required order.
- 4.3.4 Homologation is granted purely on sports grounds, and FISTF expressly disclaims any obligation or warranty, express or implied, including, without limitation, any implied warranty arising from course of performance, course of dealing or usage of trade, all other obligations and liabilities whatsoever whether in contract, warranty, tort (including without limitation, negligence, active, passive or imputed liability or strict liability), by statute or otherwise, strict liability or product liability of any nature whatsoever, and intellectual property rights, related to the

# FISTF

homologated products, either towards the applicant or any third party.

## **Rule 5: Goalkeeper**

### **5.1. Dimensions of the goalkeeper figure**

The goalkeeper shall consist of a figure or of a figure with a base. The goalkeeper shall be firmly fixed to a rod, have a three dimensional defending contents of maximum 2700 mm<sup>3</sup> excluding the rod, and restricted by the following regulations by fulfilling the following standards:

- 5.1.1. Maximum height of the goalkeeper: 39 mm
- 5.1.2. Maximum thickness of the goalkeeper figure: 6 mm
- 5.1.3. Maximum width of the goalkeeper: 21 mm
- 5.1.4. The goalkeeper shall symbolize a human body

### **5.2. Dimensions of the goalkeeper-rod**

The rod is fixed to the goalkeeper figure or the base and is part of the goalkeeper by fulfilling the following standards:

- 5.2.1. The goalkeeper's rod shall be a straight rod up to 15 cm in length and 4 mm of maximum width, excluding the handle.
- 5.2.2. The handle may not exceed 10 cm in length.

### **5.3. Homologation**

- 5.3.1. It is necessary to ask for homologation of new goalkeeper type to the F.I.S.T.F. Board of Directors before any player might use them in a game. The applicant shall send a sample of his products, with a memorandum of understanding of the conditions of points 5.3.3 and 5.3.4.
- 5.3.2. The following goalkeeper figures are approved by FISTF. Any further design of a goalkeeper is to be presented to FISTF and authorized before it may be used in any competition.

# FISTF

- 5.3.2.1. The following *flat* goalkeeper styles: English style, Subbuteo style, Swiss style, German style.



- 5.3.2.2. 00-scale jockey goalkeeper exchangeable, 00-scale goalkeeper with stretched arms, 00-scale goalkeeper with bended body. Metal and plastic versions of the goalkeeper figure are accepted.



- 5.3.2.3. *Sports* figure goalkeeper, consisting of a Sports playing figure with a rod protruding from its base. Wooden and polystyrene versions of the goalkeeper figure are accepted.



# FISTF

- 5.3.2.4. *Toccer* goalkeeper, consisting of a special *Toccer* figure without base, with a rod protruding from its feet. Metal and plastic versions of the goalkeeper figure are accepted.



- 5.3.2.5. *Woodentop* goalkeeper, consisting of a *Woodentop* figure mounted on a 00-scale base with a rod protruding from it.



- 5.3.2.6. *Zeugo* goalkeeper, similar to the 00-scale goalkeepers.
- 5.3.3. To be successfully homologated, a new type of goalkeeper must be industrially produced and distributed in sufficient quantity to supply any required order.
- 5.3.4. Homologation is granted purely on sports grounds, and FISTF expressly disclaims any obligation or warranty, express or implied, including, without limitation, any implied warranty arising from course of performance, course of dealing or usage of trade, all other obligations and liabilities whatsoever whether in contract, warranty, tort (including without limitation, negligence, active, passive or imputed liability or strict liability), by statute or otherwise, strict liability or product liability of any nature whatsoever, and intellectual property rights, related to the

# **FISTF**

homologated products, either towards the applicant or any third party.

## **Part IV. REFEREE'S GUIDE**

### **Rule 1: Referee's obligations**

- 1.1. A referee shall be appointed to monitor each game of an F.I.S.T.F. competition event. He shall be in total control of the game for the duration, including the half time intervals. He shall announce any breach of the rules and give swift and clear instructions according to the international sport table football rules and by applying the international referee's vocabulary.
- 1.2. The referee shall enforce the rules of the game but may refrain from penalizing in case the offending player requests to play on. The offended player may not accept an awarded sanction subsequently after having played on.
- 1.3. The referee shall interrupt the game on the occasions defined by the rules and whenever he assumes it to be necessary in order to clarify or verify a specific or unclear situation. If in case of a questionable situation, the attacker keeps on playing without giving the referee the opportunity to interrupt the game in order to clarify or verify the regarded situation, the referee shall decide in favor of the defender.
- 1.4. The referee's decision is final. In case of uncertainty, the referee may interrupt the match and ask the head referee for advice.
- 1.5. Before flick-off the referee shall verify the identity of the performing players and control the conformity of the used equipment with FISTF regulations.
- 1.6. The referee shall be the sole match timer, keeping track with his/her own watch. In case of delaying interruptions of the match or in case of time wasting by one or the other player, the referee shall consider lost time to be played at the end of the regarded time interval.
- 1.7. The referee shall fill out the match-report form and hand it back to the head referee immediately after the match has been finished.

# **FISTF**

- 1.8. The referee shall wear the official referee's uniform or a tracksuit during the match. The competition organizer has the competence to oblige referees to perform in sports shoes.

## **Rule 2: Linesman**

A linesman may be appointed to assist the referee. He may draw the referee's attention to any breach of the rules and may support the referee with other requested assistance.

# FISTF

## **Part V. ADDITIONNAL INDOOR SPORTS** **TABLE FOOTBALL PLAYING RULES**

1. The duration of the game is 2 times 7 minutes.
2. Five playing figures and a goalkeeper are used to play. There is no spare-goalkeeper required.
3. *Placing the playing figures:*
  - 3.1. A playing figure that left the playing board shall be placed on the touch- or goalline level to where it has left the playing board.
  - 3.2. If a playing figure is positioned within the goal-area or goal-mouth, it shall be moved forward to 1 mm inside the penalty-area.
  - 3.3. If a figure is positioned across the touchline and is closer to the barrier than the touchline, it can be placed on the touchline to be played.
4. The playing board's barriers can be used with either the playing figures or the ball to rebound off.
5. The attacker may play a moving ball. However, if the ball has stopped, the attacker *must* allow the defender to take a block-flick. While the attacker is playing a moving ball, the defender is not allowed to interfere.
6. After a save by the goalkeeper, the ball must be stationary before the attacker may continue to play.
7. There is no offside and therefore also no tick-flicks required.
8. *Flick-in:*
  - 8.1. For a flick-in, the ball must leave the playing board on one or the other side.
  - 8.2. A flick-in can be forced off any playing figure or goalkeeper that is positioned on the playing board. However, the ball must leave the playing board in the same half as the forcing and deflecting figures.
9. *Goal-flick:*
  - 9.1. For a goal-flick the ball must leave the playing board on one or the other side of the goal.

# FISTF

- 9.2. A goal-flick can be forced off any playing figure or goalkeeper that is positioned on the playing board.
10. *Corner-flick:*
- 10.1. For a corner-flick, the ball must leave the playing board on one or the other side of the goal.
- 10.2. A corner-flick can be forced off any playing figure or goalkeeper that is positioned on the playing board. However, the ball must leave the playing board in the same half as the forcing and deflecting figures.
11. By taking a flick-off, flick-in, corner-flick or goal-flick, the ball must become stationary and the defender may take a block-flick before the attacker can proceed with his attack.
12. The standard size of the playing area is 60 x 90 cm.
13. Except when mentioned above, the playing rules of point II are also applicable to Indoor sports table football.

Indoor rules by Willy Hofmann