

F.I.S.T.F.

Federation of International Sports Table Football



Sports Department

Sports Rules' Update Project

Clarifications Document

Version 1.2

Friday, 14 March 2014



Introduction

The Rules of the game have not been updated for almost 10 years now. Throughout these years, a lot of situations not covered by the existing set of rules have emerged. Also, several rules are interpreted differently in various parts of the Table Football world. Furthermore, certain “winning” techniques developed by the players who attend FISTF events at a competitive level sometimes overcome the thrilling spirit of the game, turning it into a dull, predictable sight. Disputes over the meaning or the translation of specific rules are quite often too.

Some efforts were made recently, like the Book of Cases, to resolve situations not covered by the current version of the rulebook. However, although remarkable and respected, these efforts were incomplete, since they did not create a unique point of reference for FISTF players and did not reform the rules themselves.

In view of these facts, FISTF Sports Department believe that an update of the Rules set is now more than necessary, in order to make the game more exciting and to achieve a common understanding between players in different nations. Thus, FISTF Sports Department initiated a Project for the update and improvement of the Sports Rules of the game. The Project consists of two different sub-Projects: The Modifications leg and the Clarifications leg. Both were presented to the Nations for review and assessment in the Congress of Madrid 2013, and a period of assessment was decided before their adoption was accepted. When the proposed updates are finally approved by the nations, they will be incorporated into the new version of the Rulebook, which will replace the older version of the rules book and any existing supplementary work like the Book of Cases.

This is one of the two documents presented by FISTF Sports Department with regard to the Rules Update Project. It describes the clarifications proposed by FISTF Sports Rules Committee, which will largely solve many of the frequently occurring disputes over specific rules. These are not actual changes to the existing rules. In most cases, the proposed rewording or additions simply clarify the existing rules in order to achieve a common understanding between players. In other cases, the rules are completed to reflect what is commonly accepted by the table football community, although not explicitly written in the existing version of the rules.

In most cases, the proposed clarifications follow the spirit of the Book of Cases, which was used as the primary source for the creation of this document. In this sense, the proposed set of clarifications does not abolish or disrespect the work done in the past, but it actually completes that previous work and offers a formalised and unique point of reference to FISTF community, in the shape of a new updated version of the Rulebook.

FISTF Board of Directors wishes to have all the proposed clarifications effective immediately after February 2014, as decided in the Congress of Nations in Madrid. These clarifications are presented in the following paragraphs.

Every proposed clarification is characterised by one or more *Improvement* attributes which show how the proposed alteration helps to clarify and improve the rule, i.e. the kind of problem it solves:

Improvement (Reflects commonly accepted perception, Completes the existing rule, Clarifies unresolved situations, Ensures universal interpretation)

1. Correct flicking definition



Summary: A player is not allowed to touch the figure (the body of the playing figure) when flicking. Any part (side or top) of the base of the playing figure may be touched.



Résumé: Un joueur n'est pas autorisé à toucher la figurine (le corps humain de la figurine de jeu) en propulsant la figurine de jeu. Toute partie du socle de la figurine de jeu (côté ou dessus) peut être touchée.



Sommario: Un giocatore non può toccare la figura (la parte superiore della miniatura che rappresenta un corpo umano) durante l'esecuzione di un colpo a punta di dito. Qualsiasi parte (laterale o superiore) della base della miniatura può essere toccata.



Sumario: No esta permitido que un jugador toque la figura (el cuerpo de la figura de juego) cuando se realice el golpeo o flick. Se puede tocar cualquier parte (lateral o superior) de la base de la figura de juego.



Περίληψη: Ένας παίκτης δεν επιτρέπεται να αγγίζει τη φιγούρα (το σώμα από το παικτάκι) καθώς φλικάρει. Ο παίκτης μπορεί να αγγίζει οποιοδήποτε μέρος (πλάγιο ή πάνω) της βάσης από το παικτάκι.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

1.1. Flicking

1.1.1. A playing figure shall be propelled by placing the index or middle finger of either hand next to the playing figure and flicking with the nail of the finger against **any part of** the playing figure's base. **Touching the upper part (the figure) of the playing figure when propelling is not allowed.**

2. Incorrect flicking punishment



Summary: a. A player may not use his thumb even as a support while flicking. In other words, the index or middle finger must not even touch the thumb while flicking. b. Incorrect flicking by the defender is not punished with a free-flick, but with a "back". Also, incorrect positional flicks and tick-flicks are punished with a "back" too.



Résumé: a. Un joueur ne peut pas utiliser son pouce lors de la propulsion, même comme support. En d'autres termes, l'index ou le majeur ne peuvent même pas toucher le pouce lors de la propulsion. b. Une propulsion illégale par le défenseur n'est pas punie par un coup franc, mais par un

«remettre». De même, un coup de positionnement ou un tick incorrect sont également sanctionnés par un «remettre».



Sommario: a. Un giocatore non può usare il suo pollice, anche come supporto, mentre esegue un colpo a punta di dito. In altre parole, il dito indice o medio non deve neppure toccare il pollice durante l'esecuzione del colpo. b. I colpi a punta di dito scorretti del difensore non sono puniti con un calcio di punizione, ma con un "back". Anche i movimenti posizionali e i colpi di rientro dal fuorigioco scorretti sono puniti con un "back".



Sumario: a. Un jugador no puede utilizar su dedo pulgar como apoyo al realizar el golpeo o flick. En otras palabras, los dedos índice o corazón no deben tocar el pulgar al realizar el flick. b. El golpeo incorrecto por parte del defensor no es castigado con una falta, pero con un "back". Los flicks posicionales incorrectos and tick-flicks serán castigados también con un "back".



Περίληψη: α. Ένας παίκτης δεν επιτρέπεται να χρησιμοποιεί τον αντίχειρά του ούτε ως στήριξη καθώς φλικάρει. Με άλλα λόγια, ο δείκτης ή ο μέσος δεν πρέπει ούτε καν να αγγίζουν τον αντίχειρα τη στιγμή του φλικαρίσματος. β. Το αντικανονικό φλικάρισμα από τον αμυνόμενο δεν τιμωρείται με φάουλ, αλλά με «back». Επίσης, αντικανονικές κινήσεις πριν την εκτέλεση φάουλ, πλαγίου και κόρνερ και κινήσεις «tick» για όσαιντ τιμωρούνται και αυτές με «back».

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

1.1.2. Playing figures may not be knocked, pushed, nudged or scraped along nor may any leverage **or even support** be gained other than from the playing surface. The flicked playing figure shall instantaneously leave the nail of the used finger. The player's hand and lower forearm may not move during the flick.

When the offence occurs:

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

Punishment: **a. The offending player is the attacker**

(1) Free-flick from where the **attacker** has flicked incorrectly. See rule 11.

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

(3) **Back** if the flick was a positional one or a tick-flick. If back is claimed, the referee shall reposition the incorrectly flicked playing figure to its previous position. Then, the referee shall give the signal for the game to continue by stating: "play!"

Punishment: **b. The offending player is the defender**

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

3. Illegal flicking punishment



Summary: Illegal flicking by the defender is not punished with a free-flick, but with a "back". Also, illegal positional flicks are punished with a "back" too.



Résumé: Une propulsion illégale par le défenseur n'est pas punie par un coup franc, mais par un «remettre». De même, un coup de positionnement incorrect est également sanctionné par un «remettre».



Sommario: I colpi a punta di dito illegali del difensore non sono puniti con un calcio di punizione, ma con un "back". Anche i movimenti posizionali illegali sono puniti con un "back".



Sumario: El golpeo ilegal por parte del defensor no es castigado con una falta, pero con un "back". Los flicks posicionales incorrectos and tick-flicks serán castigados también con un "back".



Περίληψη: Το παράνομο φλικάρισμα από τον αμυνόμενο δεν τιμωρείται με φάουλ, αλλά με «back». Επίσης, παράνομες κινήσεις πριν την εκτέλεση φάουλ, πλαγίου και κόρνερ τιμωρούνται και αυτές με «back».

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

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 offence occurs:

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

Punishment: a. *The offending player is the attacker*

(1) Free-flick from where the **attacker** has flicked illegally. See rule 11.

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

(3) **Back** if the flick was a positional one. If back is claimed, the referee shall reposition the illegally flicked playing figure to its previous position. Then, the referee shall give the signal for the game to continue by stating: "play!"

Punishment: b. *The offending player is the defender*

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

4. Position of the player



Summary: Players are not allowed to have both hands on or above the playing area while flicking. However, while flicking with one hand they can have their other hand on the barrier or on the playing surface outside the playing area.



Résumé: Les joueurs ne sont pas autorisés à placer les deux mains en même temps sur ou au-dessus de l'aire de jeu en propulsant. Cependant, tout en propulsant avec une main, ils peuvent prendre appui avec l'autre main sur les barrières de la table de jeu, hors de l'aire de jeu.



Sommario: I giocatori non possono avere entrambe le mani sulla o al di sopra dell'area di gioco mentre eseguono un colpo a punta di dito. Tuttavia, durante l'esecuzione del colpo con una mano, possono avere l'altra mano sulla barriera o sulla superficie di gioco al di fuori dell'area di gioco.



Sumario: Los jugadores no podrán posicionar ambas manos sobre o por encima del area de juego mientras realizan sus flicks. Sin embargo, mientras se realiza un flick con una mano se podrá tener la otra en la barrera o sobre la superficie del tapete fuera del area de juego.



Περίληψη: Οι παίκτες δεν επιτρέπεται να έχουν και τα δύο χέρια μέσα ή πάνω από τον αγωνιστικό χώρο ενώ φλικάρουν. Πάντως, ενώ φλικάρουν με το ένα χέρι, μπορούν να έχουν το άλλο χέρι πάνω στο φράκτη ή πάνω στην τσόχα εκτός αγωνιστικού χώρου.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

1.3. Position of the player

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

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

5. A Playing figure stopping very close to the barrier



Summary: A playing figure that stops very close to the barrier can be moved slightly by the referee at the moment the owner of this playing figure wants to take a flick with it, to allow some space for the player to put his finger between the barrier and the playing figure.



Résumé: Une figurine de jeu qui se trouve très proche des barrières de la table de jeu peut être déplacée légèrement par l'arbitre au moment où le joueur de cette figurine de jeu veut la propulser, de manière à donner un peu d'espace au joueur pour lui permettre de placer son doigt entre la barrière et la figurine de jeu.



Sommario: Una miniatura che si ferma molto vicino alla barriera del tavolo di gioco può essere riposizionata leggermente dall'arbitro nel momento in cui il giocatore a cui appartiene vuole utilizzarla per eseguire un colpo a punta di dito, concedendogli un po' di spazio per posizionare il dito tra la barriera e la miniatura.



Sumario: Una figura que se queda parada muy cerca de la barrera puede ser movida ligeramente por el árbitro en el momento que se quiera realizar un flick con esta, habrá que dejar suficiente espacio para que el jugador ponga su dedo entre la barrera y la figura.



Περίληψη: Ένα παικτάκι που σταματάει πολύ κοντά στο φράκτη μπορεί να μετακινηθεί ελαφρά από το διαιτητή τη στιγμή που ο παίκτης στον οποίο ανήκει το παικτάκι θέλει να φλικάρει με αυτό, ώστε να δοθεί λίγος χώρος στον παίκτη να βάλει το δάκτυλό του ανάμεσα στο φράκτη και το παικτάκι.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

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

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

6. Goalposts and crossbar neutrality



Summary: Goalposts and the crossbar are considered to be neutral objects.



Résumé: Les montants et la barre transversale du but sont considérés comme des objets neutres.



Sommario: I pali e la traversa di una porta sono considerati oggetti neutrali.



Sumario: Los postes y el travesaño de la portería se consideran objetos neutrales.



Περίληψη: Τα κάθετα και το οριζόντιο δοκάρη θεωρούνται ουδέτερα σώματα.

Improvement

- Reflects commonly accepted perception
- Completes the existing rule
- Clarifies unresolved situations
- Ensures universal interpretation

2.7. Playing figures hitting on a post or the crossbar

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

7. Simultaneous scoring during sudden death in team competition

Summary: In a team competition, when two players of opposing teams score simultaneously during sudden death and the referees cannot tell who scored first, the game continues.



Résumé: Dans un match par équipe, lorsque deux joueurs d'équipes opposées marquent simultanément durant la prolongation et que les arbitres ne peuvent déterminer qui a marqué en premier, la prolongation continue.



Sommario: In una competizione a squadre, quando due giocatori di squadre avversarie segnano contemporaneamente una rete durante il tempo supplementare e gli arbitri non sono in grado di stabilire chi ha segnato per primo, il gioco continua.



Sumario: En la competición de equipos, cuando dos jugadores de diferentes equipos marquen simultáneamente durante la muerte súbita, y el árbitro no pueda decidir quien marcó primero, el partido continuará.



Περίληψη: Σε αγώνες ομαδικού, όταν δύο παίκτες από αντίπαλες ομάδες σκοράρουν ταυτόχρονα στη διάρκεια του ξαφνικού θανάτου και οι διαιτητές δεν μπορούν να πουν ποιος σκόραρε πρώτος, το παιχνίδι συνεχίζεται.

Improvement

- Reflects commonly accepted perception
- Completes the existing rule
- Clarifies unresolved situations
- Ensures universal interpretation

3.3.2. Team competition

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

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

8. Right of a playing figure taking a flick-off/free-flick/penalty-flick/flick-in/goal-flick/corner-flick to flick again



Summary: The attacking playing figure taking a flick-off/free-flick/penalty-flick/flick-in/goal-flick/corner-flick may flick again if the ball goes out of play for the attacker or if a free-flick/penalty-flick is awarded to him or if an incorrect block-flick (touch of the ball) is committed by the defender and the attacker requests to play on.



Résumé: La figurine de jeu attaquante exécutant un coup d'envoi, coup franc, pénalty, rentrée en touche, coup de pied de but ou coup de coin peut rejouer le ballon si le ballon sort de l'aire de jeu eu bénéfice de l'attaquant, si un coup franc ou pénalty lui est accordé, ou si un coup de défense incorrect (touchant le ballon) est joué par le défenseur et que l'attaquant indique qu'il laisse continuer le jeu.



Sommario: La miniatura dell'attaccante che batte un calcio d'inizio/calcio di punizione/calcio di rigore/rimessa laterale/rimessa dal fondo/calcio d'angolo può essere colpita di nuovo a punta di dito se la palla va fuori a favore dell'attaccante, se un calcio di punizione/calcio di rigore è assegnato all'attaccante o se un marcamento difensivo scorretto (tocco della palla) è commesso dal difensore e l'attaccante richiede il vantaggio.



Sumario: La figura atacante que efectúe un saque de banda/falta/penalty/saque/saque de puerta/corner puede realizar un nuevo flick si la pelota sale fuera del campo para el atacante o si se le concede una falta o penalty a su favor o si se produce un flick defensivo incorrecto (tocando la pelota) por parte del defensor, y el atacante solicita se aplique la ley de la ventaja o play on.



Περίληψη: Το παικτάκι που εκτελεί σέντρα/φάουλ/πέναλτυ/πλάγιο/ελεύθερο/κόρνερ μπορεί να φλικάρει ξανά αν η μπάλα βγει εκτός παιχνιδιού για τον επιτιθέμενο ή αν δοθεί φάουλ/πέναλτυ στον επιτιθέμενο ή αν γίνει αντικανονική αμυντική (άγγιγμα της μπάλας) και ο επιτιθέμενος ζητήσει πλεονέκτημα.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

4.2.4./11.2.5/12.2.6/14.2.8/15.2.4/16.2.6. The playing figure taking the flick-off/free-flick/penalty-flick/flick-in/goal-flick/corner-flick may not be flicked again until:

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

- c. A flick-in, free-flick, corner-flick, goal-flick or penalty-flick is awarded to the attacker; or
d. A block-flicked playing figure has touched the ball and the attacker requests to play on.

9. Ball out of playing area or into the goal after an offence has been committed



Summary: When a player asks for a “play on” after an offence has been committed by his opponent and the ball goes out of play, the offended player is awarded the flick-in/corner-flick/goal-flick. A goal-flick is awarded if the ball ends up in the offended player's goal. A goal is awarded if the ball ends up in the offender's goal only if scoring conditions are satisfied. Otherwise, a corner-flick is awarded to the offended player.



Résumé: Lorsqu'un joueur demande à laisser continuer le jeu après qu'une infraction a été commise par son adversaire et que la balle sort de l'aire de jeu, le joueur lésé se voit accorder une rentrée en touche, un coup de coin ou un coup de pied de but. Un coup de pied de but est accordé si le ballon termine sa course dans le but du joueur lésé. Un but est accordé si le ballon termine sa course dans le but du joueur ayant commis l'infraction, mais uniquement si les conditions nécessaires pour marquer un but sont remplies. Dans le cas contraire, un coup de coin est accordé au joueur lésé.



Sommario: Quando un giocatore richiede il “vantaggio” dopo un'infrazione commessa dal suo avversario e la palla va fuori, al giocatore è assegnata una rimessa laterale/calcio d'angolo/rimessa dal fondo. Una rimessa dal fondo è assegnata se la palla finisce nella porta del giocatore che ha subito l'infrazione. Una rete è assegnata se la palla finisce nella porta del giocatore che ha commesso l'infrazione solo se le condizioni per la segnatura di una rete sono soddisfatte. Altrimenti, un calcio d'angolo è assegnato al giocatore che ha subito l'infrazione.



Sumario: Cuando un jugador pida ventaja o play on después de que se haya cometido una infracción por su oponente y la pelota vaya fuera del campo, se decretará a favor del jugador perjudicado un saque de banda/corner/saque de puerta. Se decretará saque de puerta si la pelota acaba dentro de la portería del jugador perjudicado. Se decretará gol si la pelota acaba en la portería del infractor solo si se producen las condiciones para marcar un gol. Si no es así será corner a favor de jugador perjudicado.



Περίληψη: Όταν ένας παίκτης ζητήσει πλεονέκτημα μετά από φάουλ ή «back» και η μπάλα βγει εκτός παιχνιδιού, ο παίκτης που άφησε το πλεονέκτημα κερδίζει το πλάγιο/κόρνερ/άουτ. Δίνεται άουτ αν η μπάλα καταλήξει μέσα στο τέρμα του παίκτη που άφησε το πλεονέκτημα. Δίνεται γκολ αν η μπάλα καταλήξει στο τέρμα του παίκτη που έκανε την παράβαση, **μόνο** αν οι συνθήκες για να μετράει το γκολ ικανοποιούνται. Διαφορετικά, δίνεται κόρνερ υπέρ του παίκτη που άφησε το πλεονέκτημα.

Improvement

- Reflects commonly accepted perception
- Completes the existing rule
- Clarifies unresolved situations
- Ensures universal interpretation

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

Remarks:

- 1. If the ball completely passes a goal- or touchline after an offence has been committed and the offended player requests to play on, then a flick-in/corner-flick/goal-flick shall be awarded to the offended player, regardless of the conditions that existed before the ball went out of play.*
- 2. If the ball ends up in the offended player's goal after an offence has been committed and he requests a "play-on", then a goal-flick is awarded*
- 3. If the ball ends up in the goal of the offender after an offence has been committed and the offended player requests a "play-on", then a goal is awarded to the offended player, provided that all conditions for correct scoring were satisfied, see rules 7.1 and 7.3. If scoring conditions were not satisfied, a corner-flick shall be awarded to the offended player instead.*

10. Attacker's reaction after an offence is committed by the defender



Summary: a. The referee does not interrupt the game when a "play on" is requested. The attacker may continue playing without stating "play on" only while the ball is moving. If the ball stops, he has to state if he plays on or if he accepts the sanction. If he decides to play on, he does not have to wait for the defender to take an untaken block-flick before he continues playing. b. In case two or more successive offences are committed by a player, his opponent may choose which one of the committed offences will be punished, if any.



Résumé: a. L'arbitre n'interrompt pas le jeu lorsque le joueur lésé désire laisser continuer le jeu. L'attaquant peut continuer à jouer sans demander à laisser continuer le jeu tant que le ballon est en mouvement. Lorsque le ballon est à l'arrêt, il doit décider s'il souhaite laisser continuer le jeu ou s'il accepte la sanction. S'il décide de laisser continuer le jeu, il ne doit pas attendre que le défenseur effectue son éventuel dernier coup de défense non joué avant de continuer à jouer. b. Si deux infractions successives ou plus sont commises par un joueur, son adversaire peut choisir laquelle de ces infractions sera sanctionnée s'il le désire.



Sommario: a. L'arbitro non interrompe il gioco quando viene richiesto il "vantaggio". L'attaccante può continuare a giocare senza dire "vantaggio" solo mentre la palla è in movimento. Se la palla si ferma, deve dichiarare se continua a giocare o se accetta la sanzione. Se decide per il "vantaggio", non deve aspettare che il difensore esegua un marcamento difensivo non ancora effettuato prima di continuare a giocare. b. Nel caso in cui due o più successive infrazioni siano commesse da un giocatore, il suo avversario può scegliere quale delle infrazioni commesse sarà punita.



Sumario: El árbitro no interrumpirá el juego cuando se solicite ventaja o "play on". El atacante puede continuar jugando sin pedir ventaja o "play on" solo mientras la pelota se este moviendo. Si la pelota se para, tiene que pedir la ventaja o aceptar la sanción. Si decide continuar con la ventaja no tiene que esperar que el defensor realice un flick defensivo pendiente antes de

seguir jugando. En el caso de que produzcan dos o más infracciones por un jugador, su oponente podrá escoger cual de ellas se castigará, o continuar el juego pidiendo la ventaja.



Περίληψη: α. Ο διαιτητής δεν διακόπτει το παιχνίδι όταν ζητηθεί πλεονέκτημα.. Ο επιτιθέμενος μπορεί να συνεχίσει να παίζει χωρίς να πει «πλεονέκτημα» μόνο εφόσον η μπάλα κινείται. Αν η μπάλα σταματήσει, πρέπει να δηλώσει αν θέλει το πλεονέκτημα ή όχι. Αν ο επιτιθέμενος αποφασίσει να ζητήσει πλεονέκτημα, δεν χρειάζεται να περιμένει τον αμυνόμενο να κάνει αμυντική πριν συνεχίσει να παίζει. β. Σε περίπτωση που γίνουν δύο ή περισσότερες παραβάσεις στην ίδια φάση από ένα παίκτη, ο αντίπαλός του μπορεί να επιλέξει ποια από αυτές θέλει να δοθεί υπέρ του, αν δεν πάρει πλεονέκτημα.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

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

Remarks:

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

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

11. Attacker's reaction after possession of the ball has changed



Summary: The attacker does not have to wait after a "change".



Résumé: L'attaquant ne doit pas attendre après un changement de possession.



Sommario: L'attaccante non deve aspettare dopo un "cambio".



Sumario: El atacante no tiene porque esperar despues de un cambio de posesión o "change".



Περίληψη: Ο επιτιθέμενος δεν χρειάζεται να περιμένει μετά από αλλαγή κατοχής.

Improvement

Reflects commonly accepted perception

- Completes the existing rule
- Clarifies unresolved situations
- Ensures universal interpretation

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.

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

12. Moving playing figures hitting the ball after possession of the ball has changed



Summary: a. If a moving playing figure of the ex-attacker touches the ball or any playing figure after a "change", this is always considered to be an incorrect block-flick. However, the moving playing figure which last played the ball is exempted, provided it was not flicked again after it touched the ball. b. If a moving playing figure of the ex-defender hits a playing figure of the ex-attacker after a "change", a "back" is awarded to the ex-attacker but the possession of the ball changes anyway.



Résumé: a. Si une figurine de jeu en mouvement de l'ex-attaquant touche le ballon ou toute figurine de jeu après un changement de possession, ceci sera toujours considéré comme un coup de défense incorrect. Cependant, ceci ne s'applique pas à la dernière figurine de jeu ayant joué le ballon, pour autant qu'elle n'ait pas été propulsée à nouveau après qu'elle ait touché le ballon. b. Si une figurine de jeu en mouvement de l'ex-défenseur touche une figurine de jeu de l'ex-attaquant après un changement de possession, un «remettre» sera accordé à l'ex-attaquant, mais la possession du ballon ne changera pas.



Sommario: a. Se una miniatura in movimento dell'ex-attaccante tocca la palla o una qualsiasi miniatura dopo un "cambio", il tocco è sempre considerato come un marcamento difensivo scorretto. Tuttavia, la miniatura in movimento che ha giocato per ultima la palla è esentata, a condizione che non sia stata colpita di nuovo a punta di dito dopo averla toccata. b. Se una miniatura in movimento dell'ex-difensore colpisce una miniatura dell'ex-attaccante dopo un "cambio", un "back" è assegnato all'ex-attaccante, ma il possesso della palla cambia comunque.



Sumario: a. Si un figura en movimiento del ex-atacante toca la pelota o cualquier otra figura despues de un "cambio", esto es considerado siempre como un flick defensivo incorrecto. Sin embargo la figura en movimiento que jugó la pelota en último lugar no comete infracción alguna, siempre que no haya vuelto a ser golpeada de nuevo después de que tocara la pelota. b. Si una figura en movimiento del ex-defensor golpea una figura del ex-atacante después de un "cambio", es "back" a favor del ex-atacante pero la posesión de la pelota cambia de todas formas.



Περίληψη: α. Αν ένα κινούμενο παικτάκι του παίκτη που ήταν ο επιτιθέμενος πριν αλλάξει κατοχή η μπάλα, αγγίξει τη μπάλα ή άλλο παικτάκι μετά την αλλαγή κατοχής, αυτό θεωρείται πάντα αντικανονική αμυντική κίνηση. Πάντως, το κινούμενο παικτάκι που έπαιξε τελευταία τη μπάλα

εξαιρείται, υπό την προϋπόθεση ότι δεν έγινε άλλο φλικάρισμα αφού ακούμπησε τη μπάλα. β. Αν ένα κινούμενο παικτάκι του παίκτη που ήταν αμυνόμενος πριν αλλάξει η κατοχή κτυπήσει μετά την αλλαγή κατοχής ένα παικτάκι του παίκτη που ήταν επιτιθέμενος πριν αλλάξει η κατοχή, δίνεται μεν «back» στον πρώην επιτιθέμενο, αλλά η κατοχή της μπάλας αλλάζει ούτως ή άλλως.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

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

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

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

When the offence occurs:

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

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

13. Number of allowed attacking flicks with the same attacking playing figure



Summary: The attacker is not allowed to take more than three consecutive flicks with the same attacking playing figure.



Résumé: L'attaquant n'est pas autorisé à propulser plus de trois fois de suite la même figurine de jeu attaquante.



Sommario: L'attaccante non può eseguire più di tre colpi a punta di dito consecutivi con la stessa miniatura.



Sumario: El atacante no puede dar o intentar dar más de tres flicks consecutivos con la misma figura atacante.



Περίληψη: Ο επιτιθέμενος δεν επιτρέπεται να κάνει περισσότερα από τρία συνεχόμενα φλικαρίσματα με το ίδιο παικτάκι.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

5.2 Attacking

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

14. Referee's attitude about the number of consumed or remaining attacking flicks



Summary: The referee is not allowed to announce the number of consumed or remaining attacking flicks of a playing figure to any of the players.



Résumé: L'arbitre n'est pas autorisé à annoncer le nombre de propulsions utilisées ou restantes d'une figurine de jeu de n'importe lequel des deux joueurs.



Sommario: L'arbitro non può annunciare ad alcun giocatore il numero di colpi a punta di dito in attacco eseguiti o rimanenti di una miniatura.



Sumario: El árbitro no esta autorizado a decir a ninguno de los jugadores el número de flicks en ataque utilizados o los que le quedan a una figura.



Περίληψη: Ο διαιτητής δεν επιτρέπεται να ανακοινώνει τον αριθμό των κινήσεων που έχει κάνει ή απομένουν να κάνει ένα παικτάκι του επιτιθέμενου σε κανένα από τους παίκτες.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

5.2 Attacking

5.2.1. The attacker may play a moving or stopped ball ...

...

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

15. Renewal of three attacking flicks right / Goal scored after possession is regained



Summary: If the ball rebounds to the attacking playing figure that last played the ball from the defender's goalkeeper, the right of this playing figure to three flicks is renewed. A goal scored after such a rebound, is awarded only if scoring conditions were satisfied at the moment when the ball was first shot.



Résumé: Si le ballon rebondit sur le gardien de but du défenseur et revient toucher la figurine de jeu attaquante qui venait de jouer le ballon, celle-ci gagne à nouveau le droit de jouer trois fois le ballon. Un but marqué après un rebond de ce type est accordé uniquement si les conditions pour marquer un but étaient satisfaites au moment où le ballon a été joué initialement.



Sommario: Se la palla rimbalza sul portiere del difensore e colpisce la miniatura dell'attaccante che ha giocato per ultima la palla, tale miniatura riguadagna il diritto di eseguire tre colpi a punta di dito. Una rete segnata dopo un tale rimbalzo è assegnata solo se le condizioni per una segnatura di una rete sono soddisfatte nel momento in cui la palla è stata colpita la prima volta.



Sumario: Si la pelota rebota sobre la figura atacante que jugó la pelota en último lugar viniendo de un rechace del portero defensor, esta figura volverá a contar con tres flicks para continuar el juego. Un gol marcado como consecuencia de este rebote, solo es concedido si se daban las condiciones para marcar en el momento en que se produjo el primer tiro.



Περίληψη: Αν, μετά από απόκρουση του αντίπαλου τερματοφύλακα, η μπάλα ξανακτυπήσει στο παικτάκι του επιτιθέμενου που έπαιξε τελευταίο τη μπάλα, το δικαίωμα για τρεις επιθετικές κινήσεις με αυτό το παικτάκι ανανεώνεται. Ένα γκολ που επιτυγχάνεται μετά από μία τέτοια «καραμπόλα» κατακυρώνεται μόνο αν οι συνθήκες για να μετράει το γκολ ικανοποιούνταν τη στιγμή που έγινε το πρώτο σουτ.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

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

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

16. Number of remaining attacking flicks after a playing figure fails to touch the ball because of an incorrect block-flick



Summary: If an attacking playing figure fails to touch the ball because of an incorrect defending block-flick, then the number of attacking flicks this playing figure has is not reduced, if the attacker decides to play on.



Résumé: Si une figurine de jeu attaquante est empêchée de toucher le ballon par un coup de défense incorrect, le nombre de propulsions autorisées de cette figurine de jeu n'est pas réduit si l'attaquant décide de laisser continuer le jeu.



Sommario: Se una miniatura dell'attaccante non riesce a toccare la palla a causa di un marcamiento difensivo scorretto, il numero di colpi a punta di dito di quella miniatura non diminuisce se l'attaccante decide di continuare a giocare per il "vantaggio".



Sumario: Si una figura en ataque falla en el golpeo de la pelota debido a un flick defensivo incorrecto, entonces el número de flicks en ataque de esta figura no queda reducido, si el atacante decide pedir ventaja o "play on".



Περίληψη: Αν ένα παικτάκι του επιτιθέμενου αποτύχει να ακουμπήσει τη μπάλα εξαιτίας μίας αντικανονικής αμυντικής κίνησης, δεν μειώνεται ο αριθμός των επιθετικών κινήσεων που έχει αυτό το παικτάκι αν ο επιτιθέμενος ζητήσει πλεονέκτημα.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

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

17. Defender using his hand to hinder the attacker's play



Summary: The defender is not allowed to keep his hand on the playing board, to prevent the attacker from playing the ball or to change the route of an attacking playing figure.



Résumé: Le défenseur n'est pas autorisé à garder la main sur la surface de jeu pour empêcher l'attaquant de jouer le ballon ou pour modifier la trajectoire d'une figurine de jeu attaquante.



Sommario: Il difensore non può tenere la sua mano sul tavolo di gioco per impedire all'attaccante di giocare la palla o cambiare la traiettoria di una miniatura dell'attaccante.



Sumario: El defensor no podrá dejar su mano sobre el campo de juego, para impedir al atacante jugar la pelota o cambiar la dirección de la figura atacante.



Περίληψη: Ο αμυνόμενος δεν επιτρέπεται να κρατά το χέρι του στην τσόχα, για να εμποδίσει τον επιτιθέμενο να παίξει τη μπάλα ή για να αλλάξει την πορεία από ένα παικτάκι του επιτιθέμενου.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

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

18. Number of "used" attacking flicks when a playing figure which played the ball touches the ball again



Summary: If a flicked attacking playing figure that played the ball touches the ball again, then the number of remaining attacking flicks this playing figure has is not reduced.



Résumé: Si une figurine de jeu attaquante venant de jouer le ballon touche à nouveau le ballon, le nombre de coups d'attaque restant de cette figurine n'est pas réduit.



Sommario: Se una miniatura dell'attaccante colpita a punta di dito che ha giocato la palla la tocca di nuovo, il numero di colpi di quella miniatura non diminuisce.



Sumario: Si una figura que juega la pelota en ataque toca la pelota de nuevo, no pierde ningún flick en ataque.



Περίληψη: Αν ένα παικτάκι του επιτιθέμενου που έπαιξε τη μπάλα αγγίξει ξανά τη μπάλα, δεν μειώνεται ο αριθμός των επιθετικών κινήσεων που έχει αυτό το παικτάκι.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

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

19. Limited flick clarifications



Summary: The perception of limited flick is extended to situations where the attacker hinders the line of vision of the defender with any part of his body. There will be no limited flick if the defender is not hindered, even when the attacker's body is behind the defender's goal-line. Also, there will be no limited flick if the defender's spare-goalkeeper is in the playing area.



Résumé: Le concept de propulsion limitée est étendu pour couvrir les situations où l'attaquant gêne la ligne de vue du défenseur avec n'importe quelle partie de son corps. Il n'y aura pas de propulsion limitée si le défenseur n'est pas gêné, même si le corps de l'attaquant se trouve derrière la ligne de but du défenseur. Il n'y aura pas non plus de propulsion limitée si le gardien de dégagement du défenseur est en jeu.



Sommario: La percezione del colpo a punta di dito limitato è estesa alle situazioni in cui l'attaccante ostacola la linea di visione del difensore con qualsiasi parte del suo corpo. Non ci sarà nessun colpo a punta di dito limitato se il difensore non è ostacolato, anche quando il corpo dell'attaccante è dietro la linea di fondo del difensore. Inoltre, non ci sarà nessun colpo a punta di dito limitato se il portierino del difensore è nell'area di gioco.



Sumario: La percepción de limited-flick se extiende a las situaciones en las que el atacante molesta la línea de visión del defensor con cualquier parte de su cuerpo. No se considerará limited-flick si no se molesta al defensor, incluso en el caso de que el cuerpo del atacante se encuentre detrás de la línea de gol del defensor. Tampoco existirá limited-flick si el portero saliente del defensor está en el campo de juego.



Περίληψη: Η έννοια του «μπλοκ» επεκτείνεται στις περιπτώσεις όπου ο επιτιθέμενος εμποδίζει με οποιοδήποτε μέρος του σώματός του το οπτικό πεδίο του αμυνόμενου. Δεν υπάρχει «μπλοκ» αν ο αμυνόμενος δεν εμποδίζεται, ακόμη και όταν ο επιτιθέμενος έχει το σώμα του πίσω από τη γραμμή του άουτ του αμυνόμενου. Επίσης, δεν υπάρχει «μπλοκ» αν ο ελεύθερος τερματοφύλακας του αμυνόμενου είναι στον αγωνιστικό χώρο.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

5.4. Limited flick

5.4.1. If the attacker, when attempting to flick a playing figure at the ball, needs to **position any part of his body** behind the **defender's goal-line in a way** that requires the defender to move out

of convenient reach of the goalkeeper or hinders in any way the line of vision or the goalkeeping of the defender, the referee shall allow the attacker to make his flick, then allow the defender time to take his block-flick.

...

Remark: It must be clear that the perception of limited flick may not be extended to other situations where the attacker does not hinder the line of vision or the goalkeeping of the defender. There shall never be a limited flick when the attacker is not physically positioned behind the defender's goal-line, or when the attacker is not actually hindering the line of vision or the goalkeeping of the defender (even if the attacker is positioned behind the defender's goal-line) or when the defender's spare-goalkeeper is in play.

20. Moving playing figures hitting the ball after possession of the ball has changed



Summary: If a moving playing figure of the ex-defender touches the ball after a "change", this is always considered to be a valid attacking flick.



Résumé: Si une figurine de jeu en mouvement de l'ex-défenseur touche le ballon après que la possession du ballon ait changé, ceci sera toujours considéré comme un coup d'attaque valide.



Sommario: Se una miniatura in movimento dell'ex-difensore tocca la palla dopo un "cambio", il tocco è sempre considerato come un valido colpo a punta di dito in attacco.



Sumario: Si una figura en movimiento del ex-defensor toca la pelota después de un "cambio", esto se considera siempre un flick valido en ataque.



Περίληψη: Αν ένα κινούμενο παικτάκι του παίκτη που ήταν ο αμυνόμενος πριν αλλάξει κατοχή η μπάλα, αγγίξει τη μπάλα μετά την αλλαγή κατοχής, αυτό θεωρείται πάντα κανονική επιθετική κίνηση.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

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

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

21. Illegal defending block-flick punishment



Summary: An illegal block-flick by the defender is not always punished with a free-flick. It is a "back" when the illegally flicked playing figure does not touch the ball or any playing figure of either player.



Résumé: Un coup de défense irrégulier n'est pas toujours sanctionné par un coup franc. La sanction est «remettre» lorsque la figurine de jeu propulsée de manière irrégulière ne touche pas le ballon ou une autre figurine de jeu de quelque joueur que ce soit.



Sommario: Un marcamento difensivo illegale non è sempre punito con un calcio di punizione. E' assegnato un "back" quando la miniatura colpita illegalmente non tocca la palla o una qualsiasi miniatura di uno dei due giocatori.



Sumario: Un flick defensivo ilegal no siempre se castiga como falta. Es "back" cuando la figura con la que se realizó el golpeo ilegal no toca la pelota o ninguna de las figuras del otro jugador.



Περίληψη: Μία παράνομη αμυντική από τον αμυνόμενο δεν τιμωρείται πάντα με φάουλ. Δίνεται «back» όταν το παικτάκι που φλικαρίστηκε χωρίς να υπάρχει δικαίωμα αμυντικής δέν ακουμπήσει τη μπάλα ή κάποιο άλλο παικτάκι οποιουδήποτε παίκτη.

Improvement

- Reflects commonly accepted perception
- Completes the existing rule
- Clarifies unresolved situations
- Ensures universal interpretation

6.2. Defending - Block-flick

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

When the offence occurs:

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

Punishment:

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

22. Interruption of the game to allow the defender to take a block-flick



Summary: When the referee interrupts the game to allow the defender to take his block-flick, the game can continue only after the block-flicked defending playing figure has stopped moving and the defender is ready to play.



Résumé: Lorsque l'arbitre interrompt le jeu pour autoriser le défenseur à effectuer un coup de défense, le jeu ne peut reprendre qu'après que la figurine de jeu défendante se soit arrêtée que le défenseur soit prêt à jouer.



Sommario: Quando l'arbitro interrompe il gioco per permettere al difensore di eseguire il marcamento difensivo, il gioco può riprendere solo dopo che la miniatura del difensore colpisce la punta di dito per il marcamento difensivo si ferma e il difensore è pronto a giocare.



Sumario: Cuando el arbitro interrumpe el juego para permitir al defensor realizar un block, el juego continua solo después de que la figura golpeada se pare completamente y el defensor este en posición de juego.



Περίληψη: Όταν ο διαιτητής διακόψει το παιχνίδι για να επιτρέψει στον αμυνόμενο να κάνει την αμυντική του, το παιχνίδι μπορεί να συνεχιστεί μόνο αφού το παικτάκι που έκανε αμυντική έχει σταματήσει να κινείται και ο αμυνόμενος είναι έτοιμος να παίξει.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

6.2.3. The attacker does not have to wait for the defender to take a block-flick. However, in the following situations, the referee shall allow the defender time to take his block-flick **and wait until the defending playing figure has stopped moving and the defender is ready to play, before he declares the match to continue by stating: "play!"**

23. Incorrect block-flick hitting a stationary playing figure when the ball is moving



Summary: The violation of a stationary playing figure by a block-flicked defending playing figure while the ball is moving is punished with a free-flick only when the violated playing figure is prevented from playing the moving ball or when the gameplay is affected somehow (i.e. the route of the ball changes), as a result of the violation. Otherwise, a back is awarded.



Résumé: Lorsqu'une figurine de jeu stationnaire est touchée par une figurine de jeu défendante propulsée alors que le ballon est en mouvement, ceci ne sera sanctionné par un coup franc que lorsque la figurine de jeu touchée est empêchée de jouer le ballon en mouvement ou

lorsque le jeu est affecté de quelque manière que ce soit (ex : si la trajectoire du ballon est affectée) à cause de l'infraction. Dans les autres cas, «remettre» sera accordé.



Sommario: La violazione di una miniatura ferma con un marcamento difensivo mentre la palla è in movimento è punita con un calcio di punizione solo quando è impedito alla miniatura colpita di giocare la palla in movimento o quando l'azione è influenzata in qualche modo (per esempio la traiettoria della palla cambia), come conseguenza della violazione. Altrimenti, è assegnato un back.



Sumario: El flick defensivo incorrecto golpeando a una figura parada mientras la pelota esta en movimiento se castiga como falta solo si se le impide jugar la pelota a la figura golpeada o el juego puede verse afectado de alguna manera (p.ej. Cambio de la dirección del balón). Si no fuera así se considerará back.



Περίληψη: Όταν ένα παικτάκι που έκανε αμυντική κίνηση κτυπήσει ένα σταματημένο παικτάκι ενώ η μπάλα κινείται, δίνεται φάουλ μόνο όταν το παικτάκι που κτυπήθηκε εμποδίζεται να παίξει την κινούμενη μπάλα ή όταν επηρεάζεται η ροή του παιχνιδιού με κάποιο τρόπο (πχ αλλάζει η πορεία της μπάλας) σαν αποτέλεσμα της παράβασης. Διαφορετικά, δίνεται «back».

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

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

When the offence occurs:

Referee's expression: "Incorrect block-flick - Function of the case"

...

Punishment: b. The ball is moving

(1) The defending playing figure touches a stationary playing figure: case (ii).

...

(ii) For violating **any** stationary playing figure **of any player**, a free-flick (iii) shall only be awarded if a violated **attacking** playing figure has been prevented from playing a moving ball **or if the gameplay in the area near the ball was somehow affected as a result of the infringement**. Otherwise a back shall be applied as mentioned under (i).

24. Possession of the ball when "play-on" is requested after an incorrect block-flick and the ball hits a stationary defending playing figure



Summary: If the ball hits a stationary defending playing figure after an incorrect block-flick and the attacker requests a "play-on", the possession of the ball does not change.



Résumé: Si le ballon touche une figurine de jeu défendante stationnaire après un coup de défense incorrect et que l'attaquant demande à laisser continuer le jeu, la possession du ballon ne change pas.



Sommario: Se la palla colpisce una miniatura ferma del difensore dopo un marcamento difensivo scorretto e l'attaccante richiede il "vantaggio", il possesso della palla non cambia.



Sumario: Si la pelota toca una figura defensiva parada despues de un flick defensivo incorrecto y el atacante solicita ventaja, la posesión de la pelota no cambia.



Περίληψη: Αν η μπάλα κτυπήσει ένα σταματημένο παικτάκι του αμυνόμενου μετά από αντικανονική αμυντική κίνηση (φάουλ ή «back») και ο επιτιθέμενος ζητήσει πλεονέκτημα, η κατοχή της μπάλας δεν αλλάζει.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

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

...

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

25. Attacker's obligation after a defending playing figure hits his hand



Summary: The attacker is not allowed to change the playing figure he intended to play or change side of the table when a block-flicked defending playing figure touches his hand. This is to prevent the attacker from stopping the defender's block-flick, even unintentionally.



Résumé: L'attaquant n'est pas autorisé à changer la figurine de jeu qu'il avait l'intention de propulser ou à changer de côté de la table de jeu lorsqu'une figurine de jeu propulsée par un coup de défense touche son doigt. Ceci vise à empêcher l'attaquant d'arrêter les coups de défenses, même non intentionnellement.



Sommario: L'attaccante non può cambiare miniatura o cambiare lato del tavolo quando una miniatura del difensore colpita a punta di dito per un marcamento difensivo tocca la sua mano. Lo scopo è quello di impedire all'attaccante di fermare il marcamento difensivo, anche involontariamente.



Sumario: El atacante no puede cambiar la figura a jugar o cambiar de lado de la mesa cuando una figura golpeada en defensa toca su mano. De esta manera se evita que el atacante pare el flick defensivo, aunque sea de forma involuntaria.



Περίληψη: Ο επιτιθέμενος δεν επιτρέπεται να αλλάξει παικτάκι ή να αλλάξει πλευρά του τραπέζιου όταν ένα παικτάκι του αμυνόμενου που έκανε αμυντική κτυπά στο χέρι του. Αυτό προβλέπεται για να εμποδίζεται ο επιτιθέμενος να σταματά τις αμυντικές του αμυνόμενου, ακόμη και κατά λάθος.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

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

...

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

When the offence occurs:

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

Punishment:

a. Free-flick from where the chosen attacking playing figure is positioned at the moment of the offence. See rule 11.

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

26. Attacker using his hand to hinder the defender's play



Summary: The rule is reworded slightly to include every possible infringement by the attacker when a block-flicked defending playing figure hits his hand.



Résumé: Cette règle est légèrement modifiée pour inclure toute infraction possible de l'attaquant lorsque la figurine de jeu propulsée sur un coup de défense touche sa main.



Sommario: La regola è riscritta leggermente per includere ogni possibile infrazione dell'attaccante quando una miniatura del difensore mossa per un marcamento difensivo colpisce la sua mano.



Sumario: La regla es revisada ligeramente para incluir cualquier posible infracción por parte del atacante para evitar un correcto flick defensivo.



Περίληψη: Ο κανόνας επαναδιατυπώνεται ελαφρά για να περιλάβει κάθε πιθανή παράβαση από τον επιτιθέμενο όταν ένα παικτάκι που έκανε αμυντική κτυπά το χέρι του.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

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

27. Scoring in the end of a period or the game



Summary: A goal is awarded if the playing figure that shot the ball was flicked before the half-time or full-time signal.



Résumé: Un but est accordé si la figurine de jeu qui a tiré le ballon a été propulsée avant le signal de la mi-temps ou de la fin du match.



Sommario: Una rete è assegnata se la miniatura con cui è eseguito il tiro è stata colpita a punta di dito prima del segnale della fine del primo tempo o dell'incontro.



Sumario: Se dará gol si la figura que realizó el disparó fue impulsada antes de que sonara la señal del fin del partido o de su primera parte.



Περίληψη: Ένα γκολ είναι έγκυρο αν το παικτάκι που σούταρε τη μπάλα φλικαρίστηκε πριν να σημάνει ημίχρονο ή λήξη του παιχνιδιού.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

7.1. Correct scoring

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

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

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

28. Defending block-flicks after a goalkeeper's save



Summary: a. The player who saves a shot with his goalkeeper does not have to wait for the defender to take his block-flick while the ball is moving. After the ball has stopped and **only** if there are playing figures that need to be placed, the game is interrupted and the defender is allowed to take his block-flick. b. The defender is not entitled to take a block-flick when the ball rebounds to an attacking playing figure after his goalkeeper saves a shot.



Résumé: a. Le joueur qui arrête un tir avec son gardien de but ne doit pas attendre que de défenseur joue son coup de défense tant que le ballon est en mouvement. Après que le ballon s'est arrêté, et **uniquement** si des figurines de jeu doivent être replacées, le jeu est interrompu et le défenseur est autorisé à jouer son coup de défense. b. Le défenseur n'est pas autorisé à jouer un coup de défense lorsque le ballon rebondit sur une figurine de jeu attaquante après que le gardien de but ait arrêté un tir.



Sommario: a. Il giocatore che para un tiro con il suo portiere non deve aspettare che il difensore esegua il marcamento difensivo mentre la palla è in movimento. Dopo che la palla si è fermata e **solo** se ci sono miniature da riposizionare, il gioco è interrotto e al difensore è permesso eseguire il marcamento difensivo. b. Il difensore non ha il diritto di eseguire un marcamento difensivo quando la palla rimbalza su una miniatura dell'attaccante dopo che il suo portiere ha effettuato una parata.



Sumario: a. El jugador que para con su portero no tiene porque esperar a que se realice un flick defensivo mientras la pelota esta en movimiento. Después de que la pelota se pare, **solo** en el caso de que haya figuras que tengan que ser posicionadas se parará el juego y el defensor podrá realizar su flick defensivo. b. El defensor no puede realizar un flick defensivo cuando la pelota rebote en una figura atacante después de que el portero haya parado un disparo.



Περίληψη: α. Ο παίκτης που αποκρούει ένα σουτ με τον τερματοφύλακά του δεν χρειάζεται να περιμένει τον αμυνόμενο να κάνει την αμυντική του όσο η μπάλα κινείται. Αφού η μπάλα έχει σταματήσει και **μόνο** αν υπάρχουν παικτάκια που πρέπει να τοποθετηθούν στη θέση τους, το παιχνίδι διακόπτεται και ο αμυνόμενος αφήνεται να κάνει την αμυντική του. β. Ο αμυνόμενος δεν δικαιούται να κάνει αμυντική αν η μπάλα κτυπήσει σε παικτάκι του επιτιθέμενου μετά από απόκρουση του τερματοφύλακά του.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

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

Remarks:

- 1. The player who saves a shot using his goalkeeper does not have to wait for the defender to take his block-flick while the ball is moving. After the ball has stopped and only if there are playing figures that need to be placed, the referee interrupts the game and follows the procedure described in 2.1.2.5.*
- 2. The defender is not entitled to take a block-flick, if after the shot the ball is deflected by the defender's goalkeeper and then it hits an attacking playing figure. See rule 8.1.3.*

29. Number of attacking flicks a goalkeeper/spare-goalkeeper is allowed to take



Summary: The number of remaining attacking flicks a goalkeeper can take is the same regardless if the goalkeeper or the spare-goalkeeper is used to play the ball.



Résumé: Le nombre de coups d'attaque restante qu'un gardien de but peut jouer est le même, que ce soit le gardien de but ou le gardien de dégagement qui est utilisé pour jouer le ballon.



Sommario: Il numero di colpi rimanenti che un portiere può eseguire è lo stesso, indipendentemente se il portiere o il portierino è usato per giocare la palla.



Sumario: El número de flicks en ataque de un portero serán los mismos tanto si se realizan con el portero o con el portero saliente.



Περίληψη: Ο αριθμός των επιθετικών κινήσεων που απομένουν να κάνει ο τερματοφύλακας είναι ο ίδιος ανεξάρτητα αν χρησιμοποιείται ο τερματοφύλακας ή ο ελεύθερος για να παιχτεί η μπάλα.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

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

Examples:

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

30. Goalkeeper in or out of the goal when a spare-goalkeeper is illegally used



Summary: When a spare-goalkeeper is illegally used and a free-flick is awarded to the other player, the offender may still use his goalkeeper after the free-flick is taken, no matter if he eventually flicked the spare-goalkeeper.



Résumé: Lorsque le gardien de dégagement est utilisé irrégulièrement et qu'un coup franc est accordé à l'adversaire, le joueur ayant commis l'infraction peut toujours utiliser son gardien de but après que le coup franc ait été effectué, même s'il a déjà propulsé son gardien de dégagement.



Sommario: Quando un portierino è utilizzato illegalmente e un calcio di punizione è assegnato all'altro giocatore, il giocatore che commette l'infrazione può comunque usare il suo portiere dopo la battuta del calcio di punizione, senza considerare se ha eventualmente eseguito un colpo a punta di dito con il portierino.



Sumario: Cuando un portero saliente es utilizado de forma ilegal y se decreta falta a favor del otro jugador, el infractor podrá utilizar su portero de barra cuando se saque la falta, no importa que se haya utilizado el portero saliente.



Περίληψη: Όταν ο ελεύθερος τερματοφύλακας χρησιμοποιείται παράνομα, με συνέπεια να δοθεί φάουλ στον αντίπαλο παίκτη, ο παίκτης που έκανε την παράβαση μπορεί να χρησιμοποιήσει τον κανονικό τερματοφύλακά του αφού εκτελεστεί το φάουλ, ανεξάρτητα αν πρόλαβε να φλικάρει τον ελεύθερο.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

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

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

When the offence occurs:

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

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

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

31. Spare-goalkeeper's permissions with its first flick



Summary: A spare-goalkeeper is not permitted to take a flick-in, a free-flick, a flick-off, a corner-flick or a penalty-flick with its first flick.



Résumé: Le gardien de dégagement n'est pas autorisé à effectuer une rentrée en touche, un coup franc, un coup d'envoi, un coup de coin ou un pénalty lors de sa première propulsion.



Sommario: Un portierino non può battere una rimessa laterale, un calcio di punizione, un calcio d'inizio, un calcio d'angolo o un calcio di rigore con il suo primo colpo.



Sumario: Un portero saliente no podrá sacar de banda, falta, corner o penalty con su primer flick.



Περίληψη: Ο ελεύθερος τερματοφύλακας δεν επιτρέπεται να εκτελέσει πλάγιο άουτ, φάουλ, σέντρα, κόρνερ ή πέναλτυ με το πρώτο του φλικάρισμα.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

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

32. Conditions for the spare-goalkeeper's removing



Summary: A spare-goalkeeper may be taken off the playing area only after it has played the ball at least once.



Résumé: Le gardien de dégagement ne peut être retiré du jeu qu'après qu'il ait joué le ballon au moins une fois.



Sommario: Un portierino può essere rimosso dall'area di gioco solo dopo che ha giocato la palla almeno una volta.



Sumario: Un portero saliente puede ser retirado del terreno de juego solo después de que haya jugado la pelota al menos una vez.



Περίληψη: Ο ελεύθερος τερματοφύλακας μπορεί να αποσυρθεί από τον αγωνιστικό χώρο μόνο αφού έχει παίξει τη μπάλα τουλάχιστον μία φορά.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

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

...

33. Finger-foul punishment



Summary: Finger-foul by the defender is not punished with a free-flick, but with a "back". Finger-fouls during positional flicks and tick-flicks are punished with a "back" too.



Résumé: Une faute de doigt commise par le défenseur n'est pas punie par un coup franc mais par un «remettre». Une faute de doigt commise lors de coups de positionnement ou de ticks est également sanctionnée par un «remettre».



Sommario: Il fallo di dito del difensore non è punito con un calcio di punizione, ma con un "back". Anche i falli di dito durante i movimenti posizionali e i colpi di rientro dal fuorigioco sono puniti con un "back".



Sumario: La falta con el dedo del defensor no es castigado con una falta, pero con un "back". Las faltas con el dedo durante los flicks posicionales se castigan tambien con un "back".



Περίληψη: Όταν ο αμυνόμενος αγγίζει δύο ή περισσότερα παικτάκια ταυτόχρονα δεν τιμωρείται με φάουλ αλλά με «back». Η ίδια παράβαση στη διάρκεια κινήσεων πριν την εκτέλεση φάουλ, πλαγίου και κόρνερ και κινήσεων «tick» για όνσαιντ τιμωρείται επίσης με «back».

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

10.4. Finger-foul

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

When the offence occurs:

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

Punishment: a. The offending player is the attacker

(1) Free-flick from where the **attacker** has touched **another** playing figure. See rule 11.

(2) Penalty-flick if the offence has been committed in the **attacker's** penalty-area. See rule 12.

(3) Back if the flick was a positional one or a tick-flick. If back is claimed, the referee shall reposition all affected playing figures to their previous positions. Then, the referee shall give the signal for the game to continue by stating: "play!"

Punishment: b. The offending player is the defender

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

34. Handball punishment



Summary: Unintentional handball by the defender inside his penalty-area is not punished with a penalty-flick if the ball is not heading for the goal. A free-flick from the penalty-spot is awarded to the attacker instead.



Résumé: Une faute de main non intentionnelle du défenseur dans sa surface de réparation n'est pas sanctionnée par un pénalty si le ballon ne se dirigeait pas vers le but. Dans ce cas, un coup franc au point de pénalty sera accordé à l'attaquant.



Sommario: Il fallo di mano involontario del difensore all'interno della sua area di rigore non è punito con un calcio di rigore se la palla non è indirizzata in porta. Un calcio di punizione dal dischetto del rigore è assegnato all'attaccante, invece.



Sumario: La "mano" sin intención del defensor dentro de su area de penalty no se penalizará con penalty, si la pelota no se dirige hacia portería. En este caso se decretará una falta indirecta a favor del atacante desde el punto de penalty.



Περίληψη: Κατά λάθος «χέρι» από τον αμυνόμενο μέσα στην μεγάλη περιοχή του, δεν τιμωρείται με πέναλτυ αν η μπάλα δεν κατευθύνεται προς το τέρμα. Αντί για αυτό, δίνεται φάουλ υπέρ του επιτιθέμενου από το σημείο του πέναλτυ.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

10.5. Handball

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

When the offence occurs:

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

Punishment:

- a. Free-flick from where the ball has been touched. See rule 11.
- b. Free-flick from the penalty-spot if the offence has been committed unintentionally in the offending player's penalty-area and the ball was not heading into the goal. See rule 11.1.3.
- c. Penalty-flick if the offence has been committed intentionally in the offending player's penalty-area or the ball was probably heading into the goal. See rule 12.

35. Players' right to speak



Summary: Players may not ask the referee questions like "how many flicks a playing figure has" or "which playing figure last played the ball" etc.



Résumé: Les joueurs ne peuvent pas poser à l'arbitre des questions telles que «de combien de propulsions dispose une figurine de jeu» ou «quelle figurine de jeu a joué le ballon».



Sommario: I giocatori non possono rivolgere all'arbitro domande tipo "quanti colpi ha una miniatura" o "quale miniatura ha giocato per ultima la palla", ecc.



Sumario: Los jugadores no pueden preguntar al árbitro cuestiones como "cuantos flicks lleva esta figura" o "cual fue la última figura en jugar la pelota" etc.



Περίληψη: Οι παίκτες δεν επιτρέπεται να ρωτούν το διαιτητή ερωτήσεις όπως «πόσες κινήσεις έχει το παικτάκι» ή «ποιο παικτάκι έπαιξε τελευταίο» κλπ.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

10.7.2. The players shall ask no questions and shall strictly follow the referee's decision and the only occasions for a player to speak during a match are:

36. Point where a free-flick is taken from



Summary: The rule is appended to include the exact positioning of the ball.



Résumé: La règle est complétée pour inclure le positionnement exact du ballon.



Sommario: La regola è ampliata per includere la posizione esatta della palla.



Sumario: La regla es ampliada para incluir la posición exacta de la pelota.



Περίληψη: Ο κανόνας συμπληρώνεται για να περιλάβει την ακριβή τοποθέτηση της μπάλας στην εκτέλεση του φάουλ.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

11.1.3. A free-flick shall be taken from the point where the offence took place. The ball shall be placed on the exact point of the offence. If there are any playing figures on the point where the ball has to be placed (i.e. Offside - Free-flick), they have to be moved and placed by the referee in the way described in rule 2.3. A free-flick for an offence in the penalty-area, on or off the goal-line within the extension of the penalty-area, or on any line of the penalty-area shall be taken from the penalty-spot.

37. Positional flicks hitting other playing figures or the ball



Summary: A positional flick is punished with a "back" if the flicked playing figure touches the ball or any other playing figure, even the one nominated to take the free-flick/flick-in/corner-flick.



Résumé: Un coup de positionnement qui touche le ballon ou une autre figurine de jeu est sanctionné par un «remettre», même si la figurine de jeu touchée est celle désignée pour effectuer le coup franc, la rentrée en touche ou le coup de coin.



Sommario: Un movimento posizionale è punito con un "back" se la miniatura colpita a punta di dito tocca la palla o una qualsiasi altra miniatura, anche quella prescelta per la battuta di un calcio di punizione/rimessa laterale/calcio d'angolo.



Sumario: Un flick posicional se castiga con "back" si la figura golpeada toca la pelota u otra figura cualquiera, incluso la figura designada para sacar la falta/saque de banda/corner.



Περίληψη: Κίνηση πριν την εκτέλεση φάουλ, πλαγίου και κόρνερ τιμωρείται με «back» αν το παικτάκι ακουμπήσει τη μπάλα ή κάποιο άλλο παικτάκι, ακόμη και αυτό που έχει οριστεί να εκτελέσει το φάουλ/πλάγιο/κόρνερ.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

11.2.2/14.2.3/16.2.3. Each player may proceed with one (three) positional flick(s) with the attacker flicking first. The ball and the playing figure nominated to take the free-flick/flick-in/corner-flick may be removed from the playing area by the referee to allow the positional flick(s) to be taken by either player. A positional flicked playing figure may not touch any other playing figure (including the one nominated to take the free-flick/flick-in/corner-flick) or the ball, if still on the playing surface.

38. Playing figure taking a free-flick/penalty-flick/flick-in/goal-flick/corner-flick



Summary: It is clarified that playing figures taking a free-flick/penalty-flick/flick-in/goal-flick/corner-flick, may not be **flicked** again before the ball is played by or touches another attacking playing figure.



Résumé: La règle est clarifiée pour inclure que la figurine de jeu exécutant un coup franc, un pénalty, une rentrée en touche, un coup de pied de but ou un coup de coin ne peut pas être **propulsée** à nouveau avant que le ballon ait été joué ou touché par une autre figurine de jeu attaquante.



Sommario: Si chiarisce che le miniature che battono un calcio di punizione/calcio di rigore/rimessa laterale/rimessa dal fondo/calcio d'angolo non possono essere di nuovo **colpite a punta di dito** prima che la palla sia giocata o toccata da un'altra miniatura dell'attaccante.



Sumario: Se clarifica que la figura que saca una falta/penalty/banda/puerta/corner, no puede jugar de nuevo hasta que otra figura del atacante juegue o toque la pelota.



Περίληψη: Διευκρινίζεται ότι τα παικτάκια που εκτελούν φάουλ/πέναλτυ/πλάγιο/ελεύθερο άουτ/κόρνερ δεν μπορούν να **φλικαριστούν** ξανά πριν η μπάλα παιχτεί ή ακουμπήσει άλλο παικτάκι του επιτιθέμενου.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

11.2.5/12.2.6/14.2.8/15.2.4/16.2.6. The playing figure taking the free-flick/penalty-flick/flick-in/goal-flick/corner-flick may not **be flicked** again until:

39. Offside position definition



Summary: The rule is reworded to better describe the offside conditions. An attacking playing figure on the same line with a defending playing figure is **not** in offside position.



Résumé: La règle est réécrite pour mieux décrire les conditions du hors-jeu. Une figurine de jeu attaquante sur la même ligne qu'une figurine de jeu défendante n'est pas en position hors-jeu.



Sommario: La regola è riscritta per descrivere meglio le condizioni di fuorigioco. Una miniatura dell'attaccante in linea con una miniatura del difensore **non** è in posizione di fuorigioco.



Sumario: La regla se revisa para describir mejor las condiciones de la posición de fuera de juego. Una figura atacante en línea con una defensora **NO** está en fuera de juego.



Περίληψη: Ο κανόνας επαναδιατυπώνεται για να περιγράφει καλύτερα τις συνθήκες του οφσάιντ. Ένα παικτάκι του επιτιθέμενου στην ίδια ευθεία με παικτάκι του αμυνόμενου **δεν** είναι σε θέση οφσάιντ.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

13.1.1. Offside Position

13.1.1.1. An attacking playing figure may not be positioned:

a. within the defender's shooting-area; and

b. nearer to the defender's goal-line than the ball; and

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

or

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

or

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

40. Offside declaration



Summary: The rule is reworded to cover the situation when the spare-goalkeeper is in play.



Résumé: La règle est réécrite pour couvrir la situation où le gardien de dégagement est en jeu.



Sommario: La regola è riscritta per coprire la situazione in cui il portierino è nell'area di gioco.



Sumario: La regla se revisa para incluir la situación en la que el portero saliente está sobre el terreno de juego.



Περίληψη: Ο κανόνας επαναδιατυπώνεται για να καλύψει την περίπτωση που ο ελεύθερος τερματοφύλακας είναι μέσα στον αγωνιστικό χώρο.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

13.1.2. Offside Declaration

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

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

41. Change of offside conditions after the ball is played



Summary: A defending playing figure "pushed" towards the defender's goal-line by an attacking playing figure after the ball is played is not taken into consideration when deciding an offside.



Résumé: Une figurine de jeu défendante « poussée » vers la ligne de but du défenseur par une figurine de jeu attaquante après que le ballon ait été joué n'est pas prise en considération pour la décision de hors-jeu.



Sommario: Una miniatura del difensore, "spazzata" verso la linea di fondo del difensore da una miniatura dell'attaccante dopo che ha giocato la palla, non è presa in considerazione nel valutare un fuorigioco.



Sumario: Una figura defensora empujada hacia la linea de gol del defensor por una figura atacante después de jugar la pelota no es tomada en consideración para decidir un fuera de juego.



Περίληψη: Ένα παικτάκι του αμυνόμενου που «σπρώχνεται» προς την γραμμή του άουτ του αμυνόμενου από ένα παικτάκι του επιτιθέμενου αφού έχει παιχτεί η μπάλα, δεν λαμβάνεται υπόψη στην απόφαση για την ύπαρξη ή όχι οφσάιντ.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

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

42. Declaration of offside when the ball is past the last defending playing figure



Summary: If the ball is already placed past the last (or second-last if the spare-goalkeeper is in play) defending playing figure's base and positioned completely in the defender's shooting-area, an attacking playing figure in offside position shall be declared offside when the ball is played towards the direction of the defender's goal-line, even if the ball does not move.



Résumé: Si le ballon est déjà placé au-delà de la dernière (ou avant-dernière si le gardien de dégagement est en jeu) figurine de jeu défendante et complètement dans la zone de tir du défenseur, une figurine de jeu attaquante en position hors-jeu sera déclarée hors-jeu lorsque le ballon est joué vers la ligne de but du défenseur, même si le ballon ne bouge pas.



Sommario: Se la palla è già oltre la base dell'ultima miniatura del difensore (o della penultima se il portierino è in uso) e completamente nell'area di tiro del difensore, una miniatura dell'attaccante in posizione di fuorigioco dovrà essere dichiarata in fuorigioco quando la palla è giocata in direzione della linea di fondo del difensore, anche se la palla non si muove.



Sumario: Si la pelota se encuentra situada detrás de la base de la última (o penultima si se ha utilizado el portero saliente) figura defensora y posicionada completamente dentro del area de tiro del defensor, una figura atacante será declarada en fuera de juego cuando se juegue la pelota en dirección a la línea de gol del defensor, incluso si la pelota no se mueve.



Περίληψη: Αν η μπάλα έχει ήδη περάσει τη βάση από το τελευταίο (ή προτελευταίο αν ο ελεύθερος τερματοφύλακας χρησιμοποιείται) παικτάκι του αμυνόμενου και είναι εντελώς μέσα στην περιοχή του σουτ του αμυνόμενου, ένα παικτάκι του επιτιθέμενου σε θέση οφσάιντ θα δηλωθεί οφσάιντ μόλις η μπάλα παιχτεί προς την κατεύθυνση της γραμμής του άουτ του αμυνόμενου, ακόμη και αν η μπάλα δεν κινηθεί.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

13.1.2.2. If the ball is already placed past the last (or second-last if the spare-goalkeeper is in use) defending playing figure's base and positioned completely in the defender's shooting-area, an

attacking playing figure in offside position shall be declared offside when the ball is played towards the defender's goal-line by another attacking playing figure, even if the ball does not move after having been touched.

43. Moment when an attacking playing figure must be in offside position



Summary: The offside conditions at the moment the ball was **last** touched by the attacker are taken into account for an offside to be declared.



Résumé: Les conditions de hors-jeu au moment où le ballon a été touché **en dernier** par l'attaquant sont prises en compte pour déclarer un hors-jeu.



Sommario: Per dichiarare un fuorigioco, sono prese in considerazione le condizioni nel momento in cui c'è stato l'**ultimo** tocco della palla dell'attaccante.



Sumario: Se tendrán en consideración para decretar un fuera de juego la situación de juego en el momento que se golpeo por **última** vez la pelota.



Περίληψη: Για να δοθεί οφσάιντ λαμβάνονται υπόψη οι συνθήκες που επικρατούσαν τη στιγμή του **τελευταίου** αγγίγματος της μπάλας από τον επιτιθέμενο.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

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

44. Attacking playing figure in offside position is not declared offside when a block-flick moves the ball forward



Summary: A playing figure is not declared offside when the ball is moved forward by a block-flicked playing figure of the defender.



Résumé: Une figurine de jeu n'est pas déclarée hors-jeu lorsque le ballon est déplacé vers l'avant par une figurine de jeu défendante propulsée pour un coup de défense.



Sommario: Una miniatura non è dichiarata in fuorigioco quando la palla è mossa in avanti da una miniatura del difensore colpita a punta di dito per un marcamento difensivo.



Sumario: Una figura no es declarada en fuera de juego cuando la pelota se mueva por un flick defensivo.



Περίληψη: Ένα παικτάκι δεν δηλώνεται οφσάιντ όταν η μπάλα προωθείται από ένα παικτάκι του αμυνόμενου που έκανε αντικανονική αμυντική.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

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

a. The ball is played directly from a corner-flick, flick-in, goal-flick or a penalty-flick; or

b. The ball is played by the opponent; or

c. The ball is touched by a moving block-flicked playing figure.

45. Play on when an attacking playing figure is to be declared offside



Summary: The attacker may not play on after an incorrect block-flick, if any of his attacking playing figures is to be declared offside, provided that the ball was not touched by the incorrect block-flick.



Résumé: L'attaquant ne peut pas demander de poursuivre le jeu après un coup de défense incorrect si n'importe laquelle de ses figurines de jeu attaquante devait être déclarée hors-jeu, pour autant que le ballon n'ait pas été touché par le coup de défense incorrect.



Sommario: L'attaccante non può richiedere il "vantaggio" dopo un marcamento difensivo scorretto se una qualsiasi sua miniatura deve essere dichiarata in fuorigioco, a condizione che la palla non sia stata toccata dal marcamento difensivo scorretto.



Sumario: El atacante puede no seguir jugando despues de un flick defensivo incorrecto, si alguna de sus figuras se encuentran en fuera de juego, siempre que no se toque la pelota con este flick defensivo incorrecto.



Περίληψη: Ο επιτιθέμενος δεν μπορεί να πάρει πλεονέκτημα μετά από μία αντικανονική αμυντική αν κάποιος από τα παικτάκια του βγει οφσάιντ, εφόσον η μπάλα δεν κτυπήθηκε από την αντικανονική αμυντική.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

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

46. Passive offside clarifications



Summary: a. The passive offside rule does not apply to an attacking playing figure which was in offside position before it played the ball and remained in offside position after it played the ball. b. A playing figure taking a corner-kick is always covered by the passive offside rule.



Résumé: a. La règle du hors-jeu passif ne s'applique pas à une figurine de jeu attaquante qui se trouvait en position de hors-jeu avant qu'elle ne joue le ballon et reste en position de hors-jeu après qu'elle ait joué le ballon. b. Une figurine de jeu effectuant un coup de coin est toujours couverte par la règle du hors-jeu passif.



Sommario: a. La regola del fuorigioco passivo non si applica ad una miniatura dell'attaccante che era in posizione di fuorigioco prima che giocasse la palla e che rimane in tale posizione dopo averla giocata. b. Una miniatura che batte un calcio d'angolo è sempre coperta dalla regola del fuorigioco passivo.



Sumario: a. El fuera de juego pasivo no se aplicará a una figura en ataque que estaba en posición de fuera de juego antes de jugar la pelota y sigue en fuera de despues de jugar la pelota. b. La figura que saca un corner no se considera en fuera de juego.



Περίληψη: α. Ο κανόνας του παθητικού οφσάιντ δεν ισχύει για ένα παικτάκι του επιτιθέμενου που ήταν σε θέση οφσάιντ πριν παίξει τη μπάλα και παρέμεινε σε θέση οφσάιντ αφού έπαιξε τη μπάλα. β. Ένα παικτάκι που εκτελεί κόρνερ καλύπτεται πάντα από τον κανόνα του παθητικού οφσάιντ.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

13.2. Passive offside

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

When the offence occurs:

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

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

Remark: The passive offside rule does not apply to an attacking playing figure which was already in an offside position before it played the ball. Consequently, an attacking playing figure which plays

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

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

47. Renewal of three tick-flicks right



Summary: The right for three tick-flicks is renewed when the ball goes out of play for the attacker. Also, the same right is renewed when the ball rebounds to an attacking playing figure after the defender's goalkeeper makes a save.



Résumé: Le droit d'effectuer trois ticks est renouvelé lorsque le ballon quitte le jeu en faveur de l'attaquant. De même, ce droit est renouvelé lorsque le ballon rebondit sur une figurine de jeu attaquante après que le gardien de but du défenseur ait repoussé un tir.



Sommario: Il diritto di eseguire tre colpi di rientro dal fuorigioco è riguadagnato quando la palla va fuori a favore dell'attaccante. Inoltre, lo stesso diritto è riguadagnato quando la palla rimbalza su una miniatura dell'attaccante dopo che il portiere del difensore ha effettuato una parata.



Sumario: El derecho a tres nuevos ticks se renueva cuando la pelota sale fuera del campo a causa del atacante. También cuando la pelota rebota en una figura atacante despues de que el portero del defensor realice una parada.



Περίληψη: Το δικαίωμα για τρεις κινήσεις ονσάιντ (tick) ανανεώνεται όταν η μπάλα βγαίνει εκτός παιχνιδιού υπέρ του επιτιθέμενου. Επίσης, το ίδιο δικαίωμα ανανεώνεται όταν η μπάλα κτυπά σε παικτάκι του επιτιθέμενου μετά από απόκρουση του τερματοφύλακα του αμυνόμενου.

Improvement

- Reflects commonly accepted perception
- Completes the existing rule
- Clarifies unresolved situations
- Ensures universal interpretation

13.3.1. The attacker may attempt to flick a playing figure which is in offside position into onside position by taking a tick-flick. For each period of possession (see rule 5.1.2), the attacker may take three tick-flicks. *Moreover, the attacker renews his right for three tick-flicks when a flick-in, corner-flick or goal-flick is awarded to him.*

13.3.2. However, if the played attacking playing figure flicks the ball onto a defensive playing figure, and from there it rebounds back to an attacking playing figure, the requirement of change of possession is not fulfilled in order to regain three tick-flicks. **On the contrary, if the ball rebounds back to an attacking playing figure from the defender's goalkeeper, then the requirement of change of possession is satisfied and the attacker's right for three tick-flicks is renewed.**

48. When is the taking of a tick-flick allowed?



Summary: A playing figure in offside position may be flicked onside only when the ball is in play.



Résumé: Une figurine de jeu en position hors-jeu ne peut être enlevée de la position hors-jeu que lorsque le ballon est en jeu.



Sommario: Una miniatura in posizione di fuorigioco può essere fatta rientrare solo quando la palla è in gioco.



Sumario: Una figura en fuera de juego solo puede ser golpeada para ponerla "onside" cuando la pelota está en juego.



Περίληψη: Ένα παικτάκι σε θέση οφσάιντ μπορεί να κάνει κίνηση ονσάιντ (tick) μόνο όταν η μπάλα είναι εντός παιδιάς.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

13.4.2. A tick-flick may only be taken if an untaken block-flick has been taken, the ball and all playing figures are stationary **and the game is not interrupted (the ball is in play).**

49. Flick-in forcing conditions



Summary: To force a flick-in, all involved playing figures must be in the same field-quarter.



Résumé: Pour forcer une rentrée en touche, toutes les figurines de jeu concernées doivent se trouver dans la même zone.



Sommario: Per forzare una rimessa laterale, tutte le miniature coinvolte devono essere nello stesso quarto di campo.



Sumario: Para forzar un saque de banda, todas las figuras deben de estar en el mismo cuarto del terreno de juego.



Περίληψη: Για να παρθεί ένα πλάγιο με κόντρα, όλα τα εμπλεκόμενα παικτάκια πρέπει να βρίσκονται στο ίδιο τέταρτο του γηπέδου.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

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

50. Corner-flick forcing conditions



Summary: To force a corner-flick, all involved defending playing figures must be in the shooting-area before the shot is taken.



Résumé: Pour forcer un coup de coin, toutes les figurines de jeu concernées doivent se trouver dans la zone de tir au moment où le tir est effectué.



Sommario: Per forzare un calcio d'angolo, tutte le miniature del difensore coinvolte devono essere nell'area di tiro prima dell'esecuzione del tiro.



Sumario: Para forzar un corner, todas las figuras defensoras deben estar dentro del area de tiro antes de que se realice el mismo.



Περίληψη: Για να παρθεί ένα κόρνερ με κόντρα, όλα τα εμπλεκόμενα παικτάκια του αμυνόμενου πρέπει να βρίσκονται μέσα στην περιοχή του σουτ πριν γίνει το σουτ.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

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

figure(s) completely inside the shooting-area or by the defending goalkeeper before passing the defender's goal-line.

51. Goalkeeper's position during the shoot-out



Summary: The goalkeeper may not be positioned on or past the goal-area line during the shoot-out.



Résumé: Le gardien de but ne peut être placé sur ou au-delà de la ligne de la surface de but pendant le tir au but.



Sommario: Il portiere non può essere posizionato sulla o oltre la linea di porta durante il tiro piazzato.



Sumario: El portero no puede estar posicionado sobre o pasando la linea de area de gol durante los tiros.



Περίληψη: Ο τερματοφύλακας δεν μπορεί να είναι τοποθετημένος πάνω ή πέρα από τη γραμμή της μικρής περιοχής στη διάρκεια των πέναλτυ (shoot-out).

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

17.2.3. The referee then asks the goalkeeper to be ready. The defender may not go forward of the goal-line with any part of his body for any reason. **No part of the goalkeeper may go past the line of the goal-area or touch the goal-area line before, during or after the shot is taken.** The defender is given maximum 10 seconds to confirm that he is prepared to proceed with goalkeeping by stating: "ready!" If the goalkeeper is not ready after 10 seconds the referee shall regard the shot as being taken successfully.

52. Attacking playing figure which touches the ball again after taking a shoot-out



Summary: If the attacking playing figure that shoots touches the ball again before coming to rest and the ball ends up in the defender's goal, then the goal is awarded as correctly scored.



Résumé: Si la figurine de jeu attaquante effectuant le tir au but touche à nouveau le ballon avant de s'arrêter et que le ballon termine sa course dans le but du défenseur, le but sera accordé.



Sommario: Se la miniatura dell'attaccante che esegue il tiro tocca di nuovo la palla prima che si fermi e la palla finisce nella porta del difensore, la rete è considerata valida.



Sumario: Si la figura atacante que dispara un tiro toca la pelota de nuevo antes de pararse y la pelota termina dentro de la porteria del defensor, el gol debe de ser considerado como válido.



Περίληψη: Αν το παικτάκι του επιτιθέμενου που σουτάρει αγγίζει τη μπάλα ξανά πριν σταματήσει να κινείται και η μπάλα καταλήξει μέσα στο τέρμα του αμυνόμενου, το γκολ κατακυρώνεται ως σωστά επιτυχημένο.

Improvement

Reflects commonly accepted perception

Completes the existing rule

Clarifies unresolved situations

Ensures universal interpretation

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