



FISTF

RULES OF THE GAME
Version 5.3

March, 2025

Contents

Part I - Lexicon and Definitions

Part II - Rules of the Game

Rule 1: Manipulation of the Playing-figures

1.1 Flicking

1.2 Illegal Flicking

1.3 Position of the Player

1.4 Polishing of Playing-figures

1.5 Number of Playing-figures

Rule 2: Placing, Raising and Substituting of Playing-figures

2.1 Placing Playing-figures that have passed the line of the Playing Area

2.2 Placing of Playing-figures in the Goal Area

2.3 Placing of two or more Playing-figures that should be in the same place on the Playing Surface

2.4 Raising Playing-figures

2.5 Substitution and repair of Playing-figures

2.6 Distance

Rule 3: Duration of the Match

3.1 Match time

3.2 Added time

3.3 Golden goal and shoot-out

Rule 4: Flick-off

4.1 Definition

4.2 Procedure

4.3 Ball in or out of the Match

Rule 5: Attacking

5.1 Attacker

5.2 Attacking

5.3 Foul Play by the Attacker

5.4 Limited Flick

Rule 6: Defending

6.1 Defender

6.2 Defending - Block-flick

Rule 7: Scoring a Goal

7.1 Correct scoring

7.2 Incorrect scoring

7.3 Own Goal

Rule 8: Goalkeeping

8.1 Manipulation

8.2 Positioning

8.3 Substitution

Rule 9: Spare-goalkeeping

9.1 Application

9.2 Removing the spare-goalkeeper

Rule 10: Foul-play and misconduct

10.1 Yellow card

10.2 Orange card

10.3 Red card

10.4 Finger foul

10.5 Handball

10.6 Obstruction

10.7 Misconduct

10.8 Time wasting

10.9 Illegal behaviour

Rule 11: Free-flick

11.1 Definition

11.2 Procedure

Rule 12: Penalty-flick

12.1 Definition

12.2 Procedure

Rule 13: Offside

13.1 Definition

13.2 Passive offside

13.3 Tick-flick

13.4 Procedure

Rule 14: Flick-in

14.1 Definition

14.2 Procedure

Rule 15: Goal-flick

15.1 Definition

15.2 Procedure

Rule 16: Corner-flick

16.1 Definition

16.2 Procedure

Rule 17: Shoot-out

17.1 Definition

17.2 Procedure

PART I - Lexicon and Definitions

1. Base

The bottom part of a Playing-figure. The Base of a Playing-figure allows it to move on the playing surface.

2. Body

The body of the Player. In these rules any reference to the human body includes a player's clothing.

3. Field Playing-figure

All Playing-figures in the Playing Area, excluding the Spare-Goalkeeper.

4. Figure

The upper part of a Playing-figure (that is, excluding the Base) which is firmly fixed to the Playing-figure's Base.

5. Goalkeeper

A specialised Playing-figure, which can include a base, firmly fixed to the end of a rod equipped with a handle, and used for goalkeeping by the Player.

6. Match

Two Players or Teams playing each other using the FISTF Rules of Sports Table Football. At the end of an individual Match between two Players, the Player who has scored more goals wins the Match. At the end of a Match between two Teams, the Team with the greater combined point tally and, if necessary, accumulated goal difference, wins the Match.

7. Passing a line

The ball or the Playing-figure has completely passed a line when the Referee is able to see space between the ball or Playing-figure and the line, when viewed from directly above.

8. Player

The physical person who plays a sports table football Match.

9. Player with a disability

A person with a disability who plays a sports table football Match.

10. Playing Area

The area of the Playing Surface inside and including the goal- and touchlines.

11. Playing Board

The entire Playing Surface and the base on which the Playing Surface is placed, surrounded by a fence or other barrier.

12. Playing-figure

Used for flicking by a Player and consists of a Figure and a Base. There are two types of Playing-figures: Field Playing-figures and Spare-Goalkeepers.

13. Playing Surface

A rectangle of smooth cloth with the defined printed lines to play sports table football. It includes the Playing Area and the area surrounding the playing area up to, and including, the edge of the Playing Board.

14. Referee

A person appointed to enforce the Rules of Sports Table Football during an individual Match.

15. Spare-Goalkeeper

An additional Playing-figure that may replace the goalkeeper.

16. Team

A group of Players from which four play individual Matches simultaneously against another Team across four separate Playing Boards.

17. Rules of Construction

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

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

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

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

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

18. Rules for Players with a disability

These rules include specific extensions, marked with letter D (Disability), intended to allow a balanced match when one or both players have a disability.

PART II: Rules of the Game

Rule 1: Manipulation of Playing-figures

1.1. Flicking

1.1.1. A playing-figure shall be propelled by placing the index or middle finger of either hand next to the playing-figure and flicking with the nail of the finger against any part of the playing-figure's base. The thumb or another finger on the flicking hand cannot be used to leverage or support the flicking finger. Touching the upper part (the figure) of the playing-figure, when propelling, is not allowed.

1.1.2. Playing-figures may not be knocked, pushed, nudged or scraped along nor can any leverage or 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 must not move during the flick.

When the offence occurs:

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

Sanction: If the offending player is the attacker

- Free-flick from where the attacker has flicked incorrectly. See Rule 11.
- Free-flick from the penalty-spot if the offence has been committed in the attacker's penalty-area. See Rule 11.1.3.
- 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 signal for the match to continue by stating: "play!"

Sanction: If 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 signal for the match to continue by stating: "play!"

Examples of correct flicks



Examples of incorrect flicks



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

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

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

1.2. Illegal flicking

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

When the offence occurs:

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

Sanction: If the offending player is the attacker

- Free-flick from where the attacker has flicked illegally. See Rule 11.
- Free-flick from the penalty-spot if the offence has been committed in the attacker's penalty-area. See Rule 11.1.3.
- 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 signal for the match to continue by stating: "play!"

Sanction: b. If 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 signal for the match to continue by stating: "play!"

1.3. Position of the player

1.3.1. While flicking with one hand, a player 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 their other hand on or above the playing area, even if the flicking hand is outside the playing area. Whenever a player changes the hand being used to flick, there must be at least an instant when clearly neither of the two hands are on or above the playing area; or
- b. Lean on or push the playing board so as to destabilise it.

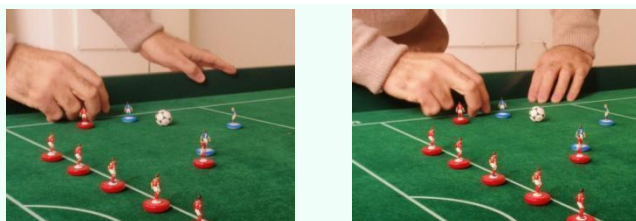
When the offence occurs:

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

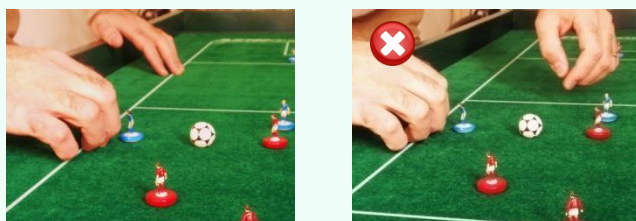
Sanction:

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

Examples of correct player position



Examples of incorrect player position



1.3.2. Players may use the goalkeeper and flick at the same time.

1.4. Polishing of playing-figures

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

1.4.2. Provided the match is not interrupted or delayed, playing-figures may also be polished during the match in situations where a player may pick up playing-figures for goal-flick, flick-off, flick-in, free-flick, corner-flick, penalty-flick, or if a playing-figure has fallen off the playing board. A polishing cloth can be attached to a player's clothing, or placed on the playing surface, but outside the playing area, for this purpose.

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

When the offence occurs:

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

Sanction: See Rule 10.8.

1.5. Number of playing-figures

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

When the offence occurs:

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

Sanction:

- a. 1. The referee shall remove double the number of field playing-figures as are exceeding the limit (i.e. if 11 playing-figures are present, 2 are removed; if 12 are present, 4 are removed, etc). The figures closest to the ball shall be removed.
2. A free-flick from the penalty-spot of the offending player's penalty-area shall then be awarded to the other player. See Rule 11

Rule 2: Placing, Raising and Substituting of Playing-figures

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

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

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

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

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

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

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

Procedure to be followed:

Referee's expression: "Verifying forcing possibility!"

Referee's action:

- a. 1. The referee interrupts the match and allows any untaken block-flick to be taken.
2. The referee measures the distance between the playing-figure and the line with a reserve ball or a FISTF measuring tool, then informs the players if it is possible to force or not on the relevant playing-figure.
3. The referee shall signal for the match to continue by stating: "play!"

2.1.1.4. If the attacker did not ask whether it was possible to force on a playing-figure before attempting to do so, *and* if the referee has the slightest doubt whether it was possible to force, they shall rule against the attacker.

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

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

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

2.1.2.2. A playing-figure that has left the playing surface and come to rest is not in play and may not be used again until it has been positioned by the referee as described above.

2.1.2.3. A playing-figure is considered to have left the playing surface as soon as any part of its base touches the playing board or barrier.

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

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

Procedure to be followed:

Referee's expression: "Placing!"

Referee's action:

- a. 1. The referee places/raises the playing-figures.
2. The referee allows any untaken block-flick to be taken.
3. The referee shall signal for the match to continue by stating: "play!"

2.1.2.6. If either player violates the above mentioned procedure:

When the offence occurs:

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

Sanction:

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

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

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

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

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

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

When the offence occurs:

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

Sanction:

- a. Back for touching a stationary playing-figure and/or the stationary ball. If back is claimed the referee shall reposition all affected playing-figures and/or the ball to their previous positions and allow any untaken block-flick to be taken. Then, the referee shall give the signal for the match to continue by stating: "play!"
- b. Free-flick from where the illegally rebounded playing-figure has touched a moving playing-figure and/or the moving ball. See Rule 11.
- c. Free-flick from the penalty-spot if the illegally rebounded playing-figure has touched a moving playing-figure and/or the moving ball in the offending player's penalty-area. See Rule 11.1.3

2.1.3.4. If a rebounded playing-figure comes to rest on the playing surface and is touched by the ball before it could have been placed correctly, possession of the ball shall not be affected as the playing-figure is not in play.

2.1.3.5. The same procedure as Rule 2.1.2 is used to place the playing-figure.

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

2.1.4. Placing playing-figures that left the playing board.

2.1.4.1. Provided that the ball is stationary, a playing-figure that has left the playing board shall be placed by the referee on the internal limit of the playing surface, off the touchline on the side where it has left the playing board, in line with the half-way line.

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

2.1.4.2. The same procedure as Rule 2.1.2 is used to place the playing-figure.

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

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

2.2.1. Provided that the ball is stationary, a playing-figure positioned in the goal-area, goalmouth, touching the goal-area lines or behind the goal-line within the extension of the goal-area lines shall be placed by the referee 1 mm off the goal-area forward in the penalty-area perpendicularly to the goal-line.

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

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

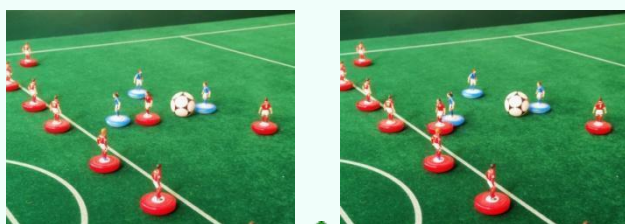
2.3. Placing of playing-figures that should be put at the same place on the playing surface

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

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



A playing-figure lying next to another



A playing-figure in the way while taking distance

2.4. Raising playing-figures

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

Example of correctly putting upright a lying down playing-figure



2.4.2. The same procedure as Rule 2.1.2 is used to place the playing-figure.

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

Example of correctly taking apart entangled playing-figures



2.5. Substitution and repair of playing-figures

2.5.1. Damaged or broken playing-figures, including a figure detached from its base, may not be used and shall be repaired or substituted. Until repaired or substituted, every part of the damaged or broken playing-figure that remains on the playing surface during the match becomes a neutral object. As a result, all rules regarding placing, movement, possession of the ball etc. are applied without taking into consideration the parts of the playing-figure left on the playing surface. During playing time a maximum of 3 playing-figures may be substituted as long as the replacement playing-figures are of the same colour and type.

2.5.2. Playing-figures may be repaired or substituted before a goal-flick, corner-flick, flick-in, free-flick, or penalty-flick, if a goal has been scored or if the playing-figure has left the playing board.

Procedure to be followed:

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

Referee's action:

- a. The referee checks if the replacement/repared playing-figure fulfils the defined regulations and places it at the last position of the substituted/broken playing-figure's base. Then, the referee shall give the signal for the match to continue by stating: "play!"

2.5.3. The referee shall add lost time caused by the substitution/repair of playing-figures as extra time at the end of the period of the match in which the substitution/repair takes place.

2.5.4. All of a player's playing-figures may be substituted at half-time. The colour and type of the playing-figures may be different from the ones used in the first half, but must still fulfil the requirements of Rule 4.1 and the Equipment Regulations.

2.6. Distance

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

2.6.2. At a penalty-flick or goal-flick, the referee shall place any defending playing-figures at the required position or distance.

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

Phase Minimum distance:

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

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

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

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

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



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

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



2.7. Playing-figures hitting a post or the crossbar

2.7.1. Posts and crossbars of both goals are considered to be neutral objects. As a result, when a playing-figure hits either a post or the crossbar of either 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 a post or the crossbar.

Rule 3: Duration of the Match

3.1. Match time

3.1.1. A match shall consist of two periods of fifteen minutes each. The half-time interval shall be 3-5 minutes. While a common clock can be used in a venue, the referee shall be the official match timer, keeping track with their own timing device.

3.1.2. Players may use their own timing device. No player's timing device may interfere with or disturb the match by sound or position. The referee shall give no importance to a player's timing device, and has the right to ask a player to remove the device if they think it could disturb the match.

3.2. Added time

3.2.1. In the case of substitution/repair of a playing-figure or goalkeeper, a delaying interruption to the match, time wasting by either player or a deliberate infringement (free-flick, back or obstruction) by either player during the final 30 seconds of a period of the match, the referee shall add lost time at the end of the affected period. See Rule 10.8.

3.2.2. At the end of normal time, the referee shall announce how long stoppage time shall last. Stoppage time may be extended further based on interruptions during the stoppage time. During this extension, the time required for repositioning the affected ball and/or playing-figures and for taking any initial positional flicks will not be included in the extended time.

Remark: The referee alone decides how much stoppage time there will be.

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

3.3. Golden Goal / Shoot-out

3.3.1. Individual competition

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

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

3.3.2. Team competition

3.3.2.1. If a knock-out match between two teams is drawn at the end of full-time (i.e. the teams have won an equal number of individual matches), the total goal difference of all four matches shall determine the winning team. If the match score and the total goal difference are equal, one ten minute period of golden goal shall be played simultaneously

on all four tables. The golden goal period shall start immediately after full-time with a flick-off. See Rule 4. The match shall end when one of the players on one of the tables has scored. That player's team shall be the winner of the match.

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

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

Rule 4: Flick-off

4.1. Definition

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

4.1.2. If two players meet with identically or similarly coloured or painted bases, a coin shall be tossed by the referee and the player losing the call shall change their playing-figures. The designated player shall not use more than 2 minutes to change playing-figures. In the case of a substitution in a team competition, if an incoming player has identically or similarly coloured or painted bases to an opponent who continues from the first half, then the substitute is obliged to exchange their playing-figures.

4.2. Procedure for taking a flick-off

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

When the offence occurs:

Referee's expression: "Illegal position!"

Referee's Action:

- a. The referee shall immediately correct any offending position of any playing-figure.

Example of correct playing-figures position before flick-off



4.2.2. The attacker places their playing-figures first, but not the playing-figure taking the flick-off. The defender then places their figures as required. Once both players have placed their figures, they may not re-position them.

When the offence occurs:

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

Sanction:

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

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

When the offence occurs:

Referee's expression: "Illegal flick - Replay/Change of flick-off right"

Sanction:

- a. The flick-off shall be retaken.
- b. If, after retaking the flick-off, the ball has, again, not been propelled forward completely into the opposing half, the right for taking the flick-off changes to the opponent.

Examples of taking a flick-off



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

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

When the offence occurs:

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

Sanction:

- a. Free-flick from where the offending playing-figure has been flicked illegally. See Rule 11.
- b. Free-flick from the penalty-spot if the offence has been committed in the penalty-area. See Rule 11.1.

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

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

When the offence occurs:

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

Sanction:

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

4.3. Ball in or out of the match

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

4.3.2. The referee shall interrupt the match 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 the offended player 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.

4.3.3. The referee shall interrupt the match when an offence is committed and the offended player does not request to play on. After the ball has become stationary and before play continues, the offended player must inform the referee if they intend to continue playing by stating "play on", or accept the awarded sanction. While the ball is moving, however, the attacker may continue playing without stating their intention. By doing so, the attacker gives a "de facto" statement of their intention to play on and therefore cannot later ask for the sanction to be awarded.

Remarks:

1. If the offended player requests to play on, then the referee does not interrupt the match 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 their goalkeeper.

2. If two or more offences are committed simultaneously and the offended player does not request to play on, the offended player will choose which one of the relevant sanctions will be awarded to them.

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

- a. Rule 2.1: Placing and raising of playing-figures.
- b. Rule 5.4: Limited flick.
- c. Rule 8.3: Substitution of the goalkeeper.
- d. Rule 9.2.2: Removing of the spare-goalkeeper.
- e. Rule 10: Foul-play and misconduct.
- f. Rule 8.2.1: Correction of the goalkeeper's position.
- g. Rule 7.1.2 D: Shootable ball against disabled defender.

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

Rule 5: Attacking

5.1 Attacker

5.1.1. The player in possession of the ball is deemed the attacker.

5.1.2. Possession of the ball remains with the attacker unless:

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

Action to take:

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

5.1.3. When one of the events described in 5.1.2 occurs, the defender becomes the attacker, and the attacker becomes the defender.

5.1.3 D. When an event described in 5.1.2 occurs when the ball is completely inside the shooting area of a disabled player who becomes the defender, the referee must allow the defender to take position behind the goal and to take control of their goalkeeper.

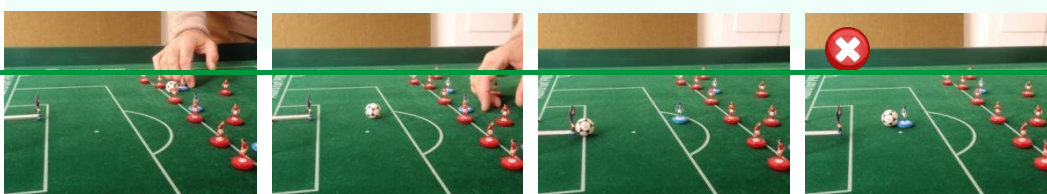
Remark: The player who becomes the attacker after the "change" does not have to wait for the defender to take position behind the goal or to take control of their goalkeeper.

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

5.1.3.1. If, after any of the events described in 5.1.2, possession of the ball has changed and a moving playing-figure of the player who 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, sanctions provisioned by Rule 6.2.4 are applied accordingly against the player that was the attacker before the "change".

Example of the situation

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



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

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

Examples of the situation

1st example

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



Player A regains possession of the ball.

2nd example

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



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

5.1.3.3. If, after any of the events described in 5.1.2, possession of the ball has changed and a playing-figure of the player who was the attacker before the “change” is hit by a moving playing-figure of the player who was the defender before the “change”, then the touch is

considered to be an incorrect block-flick committed by the player who was the defender before the “change”.

When the offence occurs:

Referee’s expression: “Change – Back!” for the player who was the attacker before the “change”

Sanction: 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 match to continue by stating: “play!” However, possession of the ball changes to the defender, whether back is requested or not.

Example of the situation

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



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

5.2 Attacking

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

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

When the offence occurs:

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

Sanction:

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

Remark: The attacker must count their own playing-figure's "used" flicks themselves. The referee, though also having the obligation to count a playing-figure's "used" flicks, is not allowed to announce to the players the number of the used or remaining flicks of a playing-figure, even if asked by a player to do so.

5.2.2. If the played attacking playing-figure flicks the ball onto a defensive playing-figure and the ball then 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.

Conversely, 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 played from completely inside the defender's shooting-area. Otherwise, a goal-flick shall be awarded to the defender.

Example of correct scoring

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



A goal is awarded to Player A.

Example of incorrect scoring

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





A goal-flick is awarded to Player B.

5.2.3. Any flick of an attacking playing-figure shall be considered an attempt to play the ball, unless the attacker declares their intention to take a tick-flick or positional flick beforehand.

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

Example of the situation

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



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

5.3. Foul play by the attacker

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

When the offence occurs:

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

Sanction:

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

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

When the offence occurs:

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

Sanction:

- a. Free-flick from where the defender's body was touched by the attacker's playing-figure. See Rule 11.
- b. Free-flick from the penalty-spot if the offence has been committed in the defender's penalty-area. See Rule 11.1.3.

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

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

When the offence occurs:

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

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

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

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

Example of the situation

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



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

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

When the offence occurs:

Referee's expression: "Change – Back!"

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

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

When the offence occurs:

Referee's expression: "Blocked ball - Free-flick"

Sanction:

- a. Free-flick from where the stationary ball has been blocked illegally. See Rule 11.
- b. Free-flick from the penalty-spot if the stationary ball has been blocked illegally in the attacker's penalty-area. See Rule 11.1.3.

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



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

5.4. Limited flick

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

or the goalkeeping of the defender, the referee shall allow the attacker to take the flick, then allow the defender time to take a block-flick.

Procedure to be followed:

Referee's expression: "Limited flick!"

Referee's action: The referee allows the attacker to take their flick and then interrupts the match by stating "block-flick" to allow the defender time to take their defensive flick. Then the referee declares the match to continue by stating: "play!"

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

Examples of situations where a limited flick must be applied



Player behind goal-line hindering goalkeeping

Hand behind goal-line hindering goalkeeping

Examples of situations where a limited flick must not be applied



Player behind goal-line not hindering goalkeeping

Player not behind the goal-line

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

When the offence occurs:

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

Sanction:

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

Rule 6: Defending

6.1. Defender

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

6.1.2. The defender obtains possession of the ball when:

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

Action to take:

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

6.1.3. When one of the events described in 6.1.2 occurs, the defender becomes the attacker, and the attacker becomes the defender.

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

Example of the situation

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



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

6.2. Defending - Block-flick

6.2.1. After each touch of the ball by a flicked attacking playing-figure or the attacking goalkeeper, the defender may flick a playing-figure for defensive purposes - a block-flick.

The defender may not take a block-flick before the attacker's playing-figure has touched the ball.

When the offence occurs:

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

Sanction:

- 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 match to continue by stating: "play!"
- b. Free-flick from where the defender has flicked illegally if the illegally flicked playing-figure has touched the ball or any playing-figure of either player. See Rule 11.
- c. Free-flick from the penalty-spot if the offence has been committed in the defender's penalty-area and the illegally flicked playing-figure has touched the ball or any playing-figure of either player. See Rule 11.1.3.

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

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

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

Remark: Notwithstanding the above, in all situations - even in the following ones - the referee has to state "play!" if the defender delays the taking of a block-flick more than the required 5 seconds. See Rule 10.8.3. In this case, the untaken block-flick is lost.

Remark D: The time limit for a player with a disability is 10 seconds. See Rule 10.8.3 D.

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

6.2.3.2. Rule 5.4: Limited flick: If any part of the body of the attacker, when attempting to flick a playing-figure at the ball, needs to be positioned 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 a flick, then allow the defender time to take a block-flick.

6.2.3.3. Rule 8.3: Substitution of the goalkeeper: A broken or damaged goalkeeper may be substituted at any time during the match provided that the ball is stationary. After a player has announced their intention to substitute the broken goalkeeper, the referee shall interrupt the match and check whether the replacement goalkeeper meets the defined regulations, then allow the defender to take an untaken block-flick.

6.2.3.4. Rule 9.2.2: Removing of the spare-goalkeeper: The referee shall interrupt the match and allow the defender to reinstall their goalkeeper as soon as the attacker has completed the five attacking flicks provisioned by Rule 9.2.1.e, provided that the ball is stationary. After the spare-goalkeeper has been removed from the playing area, the referee allows the defender to take an untaken block-flick.

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

6.2.3.6 D. Rule 7.1.2 D: When the ball becomes shootable and the defender is a disabled player, the referee shall allow the defender time to take position behind the goal and take control of their goalkeeper.

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

When the offence occurs:

Referee's expression: "Incorrect block-flick"

Sanction: The ball is stationary

- a. The defending playing-figure touches a stationary playing-figure: "Back" (i).
- b. The defending playing-figure touches the stationary ball: "Back" (i).
- c. The defending playing-figure touches a moving attacking playing-figure: "Obstruction – Back" (iv).

Sanction: The ball is moving

- a. The defending playing-figure touches a stationary playing-figure: case (ii).
- b. The defending playing-figure touches the moving ball: "Free-flick" (iii).
- c. The defending playing-figure touches a moving attacking playing-figure: "Free-flick" (iii).

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

(ii) For violating any stationary playing-figure of any player, a free-flick (iii) shall only be awarded if a violated attacking playing-figure has been prevented from playing a moving ball

or if the matchplay in the area near the ball was somehow affected as a result of the infringement. Otherwise a back shall be applied as mentioned under (i).

(iii) Free-flick from where the defender's playing-figure has committed the offence. Free-flick from the penalty-spot, if the offence has been committed in the defender's penalty-area. See Rule 11.1.3.

(iv) If back is claimed, the referee shall reposition the defender's offending playing-figure (and the eventually affected ball) to its (their) previous position(s). The referee shall position the offended attacking playing-figure where the offence took place and shall give the signal for the match to continue by stating: "play!" Thereby, the attacker gains some distance and keeps the number of flicking opportunities with the regarded playing-figure. See rule 5.2.3.1.

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

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

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

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

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

When the offence occurs:

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

Sanction:

- a. Back for touching any part of the attacker's body while the ball was stationary. If back is requested, the referee shall reposition all affected playing-figures and/or the ball to their previous positions and the block-flick is lost. Then, the referee shall give the signal for the match to continue by stating: "play!".
- b. Free-flick from where any part of the attacker's body was touched by a block-flicked playing-figure while the ball was moving. See Rule 11.
- c. Free-flick from the penalty-spot if any part of the attacker's body has been touched in the defender's penalty-area by a block-flicked playing-figure while the ball was moving. See Rule 11.1.3.

Remark: Please see Rule 10.6.

6.2.5.1. Regardless of whether the attacker requests a back/free-flick or plays on, the same attacking playing-figure chosen before the offence took place must be used and the attacker is not allowed to change to the other side of the table from which they were playing.

When the offence occurs:

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

Sanction:

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

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

When the offence occurs:

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

Sanction:

- a. Free-flick from where the attacker's body was touched by the defender's playing-figure. See Rule 11.
- b. Free-flick from the penalty-spot if the offence has been committed in the attacker's penalty-area. See Rule 11.1.3.

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

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

Rule 7: Scoring a Goal

7.1. Correct scoring

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

- a. the ball was shot from completely inside the opposing shooting-area, regardless of the shooting playing-figure's initial position; and
- b. the playing-figure that shot the ball was flicked before the signal to end the period of the match had started.

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

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

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

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

Remark: Before awarding a penalty-flick, the referee must be certain that the ball was definitely going into the goal.

7.2. Incorrect scoring

7.2.1. A goal-flick shall be awarded if a “goal” is scored not in accordance with rule 7.1. See rule 15.

7.2.2. The goalkeeper may try to save or stop a shot that is not in accordance with rule 7.1 without the risk of scoring an own goal by deflecting the ball. A goal-flick shall be awarded instead, if an irregular shot is deflected, by the goalkeeper, into its own goal or behind the goal-line. See rule 15.1.1.4.

7.3. Own goal

7.3.1. A player may score an own goal from anywhere on the pitch regardless of the position of either the playing-figure and/or the ball.

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

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

Rule 8: Goalkeeping

8.1 Manipulation

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

When the offence occurs:

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

Sanction: Free-flick from the penalty-spot. See Rule 11.1.3.

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

When the offence occurs:

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

Sanction:

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

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

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

Remarks:

1. The player who saves a shot using the goalkeeper does not have to wait for the defender to take a 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 shall interrupt the match and follow 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 hits an attacking playing-figure. See rule 8.1.3.

8.1.5. The goalkeeper may touch the ball three times in succession. After this, it cannot play at the ball again until:

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

When the offence occurs:

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

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

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

Examples:

1. *If the goalkeeper has already touched the ball once, the spare-goalkeeper may only be flicked at the ball two more times.*
2. *If the goalkeeper has already touched the ball three times in a row, the spare-goalkeeper cannot be used, unless the ball is touched by another playing-figure.*

8.1.5.2. If the goalkeeper touches the ball more than once when making a save, only a single touch shall be counted.

8.1.6. The goalkeeper's rod is an integral part of the goalkeeper and may be used to save or play the ball. Any touch of the ball with the rod is counted as a touch by the goalkeeper.

8.2. Positioning

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

When the offence occurs:

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

Sanction:

- a. Interruption of the match, if the referee notices that a part of the goalkeeper goes past the line of the goal-area or touches the goal-area line before a shot is taken and while the ball is stationary. This interruption must be accompanied by the loss of any untaken block-flick. After the defender has corrected the position of the goalkeeper, the referee gives the signal to play on.
- b. Free-flick from the penalty-spot the first time the goalkeeper saves a shot while illegally positioned. See Rule 11.
- c. Penalty-flick for each of the goalkeeper's following offences or if the law has been broken intentionally. See Rule 12.

Remark: It is considered illegal manipulation if the goalkeeper goes past the line of the goal-area or touches the goal-area line in attempting to save the ball, even if the goalkeeper does not touch the ball.

Example of situations where a goalkeeper is positioned correctly



Examples of situations where a goalkeeper is positioned illegally



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

When the offence occurs:

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

Sanction: Free-flick from the penalty-spot. See Rule 11.1.3.

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

When the offence occurs:

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

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

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



8.3. Substitution

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

8.3.2. A broken or damaged goalkeeper may be substituted at any time during the match provided that the ball is stationary. If the goalkeeper is not damaged or broken it may be

substituted only at the occasion of a goal-flick, corner-flick, flick-in, free-flick, penalty-flick or after a goal has been scored.

Procedure to be followed:

Player's expression: "Substitution!"

Referee's action:

The referee checks if the replacement goalkeeper fulfils the defined regulations, then gives the defender time to take an untaken block-flick. Then the referee gives the signal for the match to continue by stating: "play!"

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

Rule 9: Spare-goalkeeping

9.1. Application

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

When the offence occurs:

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

Sanction: Free-flick from the penalty-spot. See Rule 11.1.3.

Examples of correct spare-goalkeeper positioning

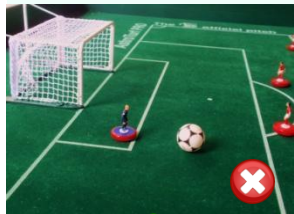


Spare-goalkeeper completely inside the goal-area



Spare-goalkeeper within the extension of goal-area

Examples of incorrect spare-goalkeeper positioning



Spare-goalkeeper touching the goal-area line



Spare-goalkeeper past the extension of the goal-area line

9.1.2. The spare-goalkeeper may enter the match 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 hand or put on the playing board, outside the playing area in order not to hinder the match; and
- an untaken block-flick has been taken by the defender.

When the offence occurs:

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

Sanction: 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 the goalkeeper in the ensuing action, whether there had been time to flick the spare-goalkeeper or not.

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

When the offence occurs:

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

Sanction: Free-flick from the penalty-spot of the offending player's penalty-area. See Rule 11.

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

9.2. Removing the spare-goalkeeper

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

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

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

9.2.1.1. If a free-flick offence (see Rule 6.2.4) is committed by the defender while their spare-goalkeeper is still in the playing area, and the attacker does not request to play on, the last attacking flick is not added to the already taken attacking flicks. Furthermore, the taking of the free-flick is also not added to the number of taken attacking flicks. Thus, after

the attacker has taken the free-flick, exactly the same number of remaining attacking flicks remain against the empty goal as before the ball was last played.

9.2.1.2. If, after the spare-goalkeeper has entered the playing area, the ball completely leaves the spare-goalkeeper's shooting area and is played by another attacking playing-figure, the spare-goalkeeper is not permitted to play at the ball again.

When the offence occurs:

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

Sanction:

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

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

When the offence occurs:

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

Sanction:

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

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

When the offence occurs:

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

Sanction: Free-flick from the penalty-spot. See Rule 11.1.3.

Rule 10: Foul-play and misconduct

10.1. Yellow card

10.1.1. In a case of intentional or continuous violation of the rules, the referee shall give the offending player a caution, indicated by presenting a yellow card.

10.2. Orange card

10.2.1. If an already cautioned player continuously or intentionally violates the rules, the referee shall remove the offending player's spare-goalkeeper from the playing board for the remainder of the match, indicated by presenting an orange card.

10.3. Red card

10.3.1. In a case of serious misconduct, the referee shall immediately disqualify the offending player from the match, indicated by presenting a red card. The score of the match shall be recorded as a 0-3 loss to the disqualified player. If the disqualified player was losing by more than 3 goals at the time of disqualification, then this score shall be recorded.

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

10.4. Finger-foul

10.4.1. No part of a player's body may touch any stationary playing-figure, except the playing-figure which is to be flicked.

When the offence occurs:

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

Sanction: 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 match to continue by stating: "play!"

Sanction: 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 match to continue by stating: "play!"

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

10.5. Handball

10.5.1. No part of a player's body may touch the ball in play.

When the offence occurs:

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

Sanction:

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

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

10.6. Obstruction

10.6.1. The attacker may not obstruct the defender's block-flick by keeping or putting any part of their body on or over the playing surface, unless making an obvious attempt to flick an attacking playing figure.

10.6.2. The defender may not touch any part of the attacker's body, or hinder the attacker's flick, either intentionally or accidentally, by keeping or putting any part of their body in the area where the attacker chooses to put their hand, or between this area and the attacker, even when the defender is entitled to take a block-flick.

10.6.3. The defender may not hinder the line of vision of the attacker, either intentionally or accidentally, by keeping or putting any part of their body over the area where the attacker's playing figures are, or the ball is going to be played.

When the offence occurs:

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

Sanction:

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

Examples of offences:

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

2. *The defender obstructs the attacker's view of the area where the playing-figure or the ball is going to be played.*
3. *The defender physically hinders the attacker's play in order to make a block-flick.*



10.6.2. The case of a player hindering a flick after the flick has been taken is covered by rules 5.3.2 and 6.2.6.

10.7. Misconduct

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

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

10.7.2.1. The offended player informing the referee of playing on: "play on"; or of accepting the awarded sanction, in the case of an infringement.

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

10.7.2.3. Both players may ask the referee to remove the ball and the nominated playing-figure in order to take a positional flick before a flick-in, corner-flick or free-flick. See Rules 11.2.2, 14.2.3 and 16.2.3.

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

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

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

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

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

When the offence occurs:

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

Sanction:

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

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

10.8. Time wasting

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

When the offence occurs:

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

Sanction:

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

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

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

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

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

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

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

10.9. Illegal behaviour

10.9.1. When a player takes up a position to shoot, by placing a hand on the table behind the shooting playing-figure, there cannot be any feigning of a shot in order to provoke a reaction from the goalkeeper, nor may the shooting player's hand be removed from the playing board until the shot has been completed.

When the offence occurs:

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

Sanction: Free-flick from the position of the ball at the moment of the offence. See Rule 11.

Rule 11: Free-flick

11.1. Definition

11.1.1. All free-flicks are to be taken indirectly, meaning that there must be at least another flick by the attacker before a goal can be scored. Refer to Rule 12 in the case of a penalty-flick.

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

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

11.2. Procedure for taking a free-flick

11.2.1. The player taking the free-flick shall first nominate the playing-figure to take the free-flick, before any positional flick is taken. The playing-figure to take the free-flick shall be placed as desired on the playing surface.

When the offence occurs:

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

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

11.2.2. Each player may proceed with one positional flick with the attacker flicking first. Optionally, the attacker has the right to decide that no positional flicks will be taken by either player, by stating "no flicks!". The ball and the playing-figure nominated to take the free-flick may be removed from the playing area by the referee to allow a positional flick to be taken by either player. A positionally flicked playing-figure may not touch any other playing-figure (including the one nominated to take the free-flick) or the ball, if still on the playing surface.

When the offence occurs:

Referee's expression: "Back"

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

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

have been made. No “distance” may be claimed by the offended player if “no flicks” is chosen.

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

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

When the offence occurs:

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

Sanction: If the ball is not touched

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

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

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

When the offence occurs:

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

Sanction:

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

Rule 12: Penalty-flick

12.1. Definition

12.1.1. The following offences are punished with a penalty-flick, provided that the offence occurs within the penalty-area of the offending player. The penalty-area line and the section of the goal-line inside the penalty-area are considered to be part of the penalty-area:

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

12.1.1.2. Illegal manipulation of the goalkeeper. See rules 7.1.4, 8.1.2 and 8.2.1.

12.1.1.3. Finger-foul. See Rule 10.4.

12.1.1.4. Handball. See Rule 10.5.

12.1.1.5. Incorrect tick-flick. See rule 13.4.3.

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

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

12.2. Procedure for taking a penalty-flick

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

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

12.2.3. If, at the time a penalty-flick is awarded, the goalkeeper of the offending player was removed and the spare-goalkeeper was in play, the spare-goalkeeper may be taken off the playing area and the goalkeeper reinstalled. See rule 9.2.1.d.

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

When the offence occurs:

Referee's expression: "Replay!"

Sanction: The penalty-flick shall be retaken. See Rule 10.

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

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

When the offence occurs:

Referee’s expression: “Illegal flick - Replay / Change of penalty-flick right”

Sanction: If the ball is not touched

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

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

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

When the offence occurs:

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

Sanction: Free-flick from where the offending player has flicked illegally. See Rule 11.

Rule 13: Offside

13.1. Definition

13.1.1. Offside Position

13.1.1.1. An attacking playing-figure may not be positioned:

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

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

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

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

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

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

Examples of playing-figures not in offside position



Playing figure not completely in the shooting-area



Playing figure on the same line with last defending playing figure



Playing figure behind the ball



Playing figure on the goal-line with two defending playing figures

Examples of playing-figures in offside position



Playing figure with defender's goalkeeper in use



Playing figure with defender's spare-goalkeeper in use



Playing figure on the goal-line with one defending playing figure

13.1.2. Offside Declaration

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

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

Examples of declaring playing-figures offside

1st example

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



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

2nd example

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



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

3rd example

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



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

4th example

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



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

5th example

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



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

6th example

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



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

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

13.1.2.2. If the ball is already positioned past the last (or second-last if the spare-goalkeeper is in use) defending playing-figure's base and is completely in the defender's shooting-area, an attacking playing-figure in an offside position shall be declared offside if the ball is played towards, or parallel to, the defender's goal-line by another attacking playing-figure, even if the ball does not move after having been touched.

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

1st example

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



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

2nd example

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



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

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

When the offence occurs:

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

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

Remarks:

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

Examples of playing attacking playing-figures offside

1st example

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



Playing-figure A1 is declared offside because A1 was in an offside position before the ball was last touched.

2nd example

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



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

3rd example

1. Playing-figure A1 is not in an offside position. Player A (attacker) plays the ball with playing-figure A2.
2. Player B (defender) takes a block-flick with playing-figure B1 while the ball is moving. As a result of this block-flick, A1 is now in an offside position.
3. The moving ball now completely enters the defender's shooting-area and passes the last defending playing-figure's base.



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

13.1.2.4. A playing-figure in an offside position is not declared offside when:

- a. The ball is played directly from a corner-flick, flick-in, goal-flick or a penalty-flick; or
- b. The ball is played by the opponent; or
- c. The ball is touched by a moving block-flicked playing-figure.

Remark: Note that, in the above-mentioned cases, the offside rule applies from the next attacking flick. See rule 13.2 for passive offside.

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

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

If an incorrect block flick causes an attacking playing-figure to become positioned in an off-side position, and the attacker elects to play on, all the normal off-side rules will now apply to that attacking playing-figure.

If the attacker elects to play on after an incorrect block flick, all the normal offside rules continue to apply.

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

1st example

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



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

2nd example

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



Playing-figure A1 was in an offside position before the incorrect block-flick was taken. Therefore, the attacker may not request to play on. A free-flick must be taken.

13.2. Passive offside

13.2.1. If, by an attacking move, the played playing-figure moves from a non-offside position into an 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"

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

Example of situation when passive offside rule applies

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



Playing-figure A1 is not declared offside.

Examples of situations when passive offside rule does not apply

1st example

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



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

2nd example

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



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

Remark: The passive offside rule does not apply to an attacking playing-figure which was already in an offside position before it played the ball. Consequently, an attacking playing-figure which plays the ball from an offside position and remains in an 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 are satisfied, even if the ball is still moving. Conversely, an attacking playing-figure which plays the ball from an offside position and then goes into a non-offside position may not be declared offside.

Example of situation when passive offside rule does not apply

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



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

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

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



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

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

13.3. Tick-flick

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

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. By contrast, if the ball rebounds back to an attacking playing-figure from the defender's goalkeeper, then the requirement of change of possession is satisfied and the attacker's right for three tick-flicks is renewed.

When the offence occurs:

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

Sanction:

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

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

13.4. Procedure for taking a tick-flick

13.4.1. The player must declare their intention to take a tick-flick before the tick-flick is taken.

When the offence occurs:

Referee's expression: "Change!"

Sanction: If a tick-flick is taken without the player giving prior notice, the flick is deemed as an attempt to play the ball.

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

When the offence occurs:

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

Sanction:

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

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

When the offence occurs:

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

Sanction:

- a. Back for touching any other playing-figure. If back is claimed, the referee shall reposition all affected playing-figures to their previous positions. Then, the referee shall give the signal for the match to continue by stating: "play!"
- b. Free-flick from where the "ticked" playing-figure has touched the ball. See Rule 11.
- c. Penalty-flick if the offence has been committed in the attacker's penalty-area. See rule 12.

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

13.4.5. For each tick-flick, the defender has the right to take a block-flick. See rule 6.2. The referee allows the attacker to take a tick-flick and then interrupts the match by stating "block-flick" to allow the defender time to take a defensive flick. Then the referee declares the match to continue by stating: "play!"

When the offence occurs:

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

Sanction: If the attacker does not allow the defender to take a block-flick:

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

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

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

When the offence occurs:

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

Sanction:

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

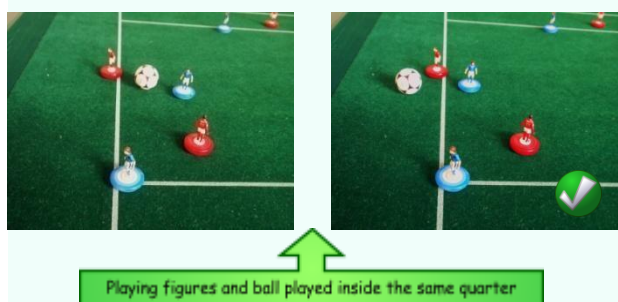
Rule 14: Flick-in

14.1. Definition

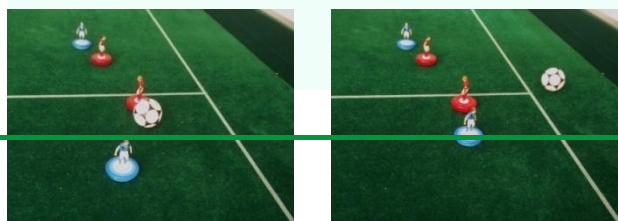
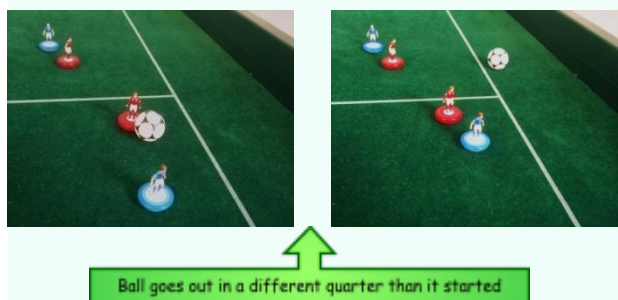
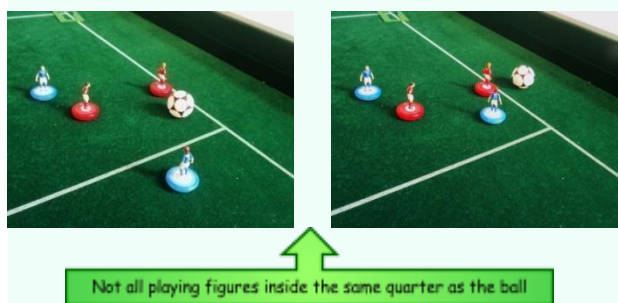
14.1.1. If the ball has completely crossed the touchline, a flick-in shall be awarded to the player whose playing-figure or goalkeeper was not last to touch the ball.

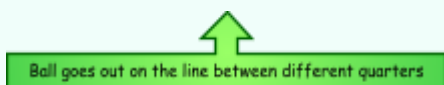
14.1.2. In order to force a flick-in, the ball, the deflecting defending playing-figure(s) and the forcing attacking playing-figure or goalkeeper must all be positioned, and played from, completely inside the same field-quarter.

Example of correctly forcing a flick-in



Examples of incorrectly forcing a flick-in





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

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

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

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

14.2. Procedure for taking a flick-in

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

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

When the offence occurs:

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

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

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

Alternatively, the attacker has the right to decide that no positional flicks will be taken by either player, by stating "no flicks!".

When the offence occurs:

Referee's expression: "Back!"

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

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

When the offence occurs:

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

Sanction: Flick-in for the offended player.

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

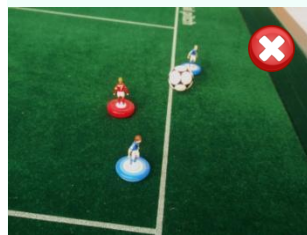


The playing figure is off the playing area and the ball is on the touchline

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



The playing figure is touching the touchline



The ball is not placed centrally on the touchline

14.2.5. The attacker may claim "distance" in accordance with rule 2.6, if any opposing playing-figure is positioned within 40mm of the ball after the positional flicks have been taken. No "distance" may be claimed by the attacker if "no flicks" is nominated.

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

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

When the offence occurs:

Referee's expression: "Illegal flick - Replay / Change of flick-in right"

Sanction: If the ball is not touched

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

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

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

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

When the offence occurs:

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

Sanction:

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

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

When the offence occurs:

Referee's expression: "Illegal flick – Change!"

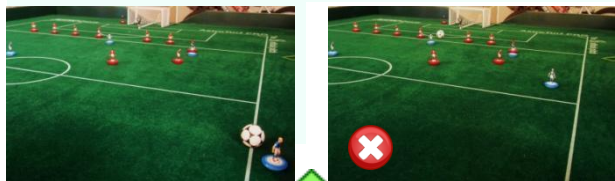
Sanction: The possession of the ball changes to the defender.

Examples of correctly taking a flick-in



Ball remains within adjacent field-quarter after flick-in

Examples of incorrectly taking a flick-in



Ball changes two field-quarters after flick-in

Rule 15: Goal-flick

15.1. Definition

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

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

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

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

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

15.1.2. The attacker may force a goal-flick provided that the ball is positioned completely inside their own shooting-area and has last been deflected by a defending playing-figure positioned completely in the attacker's shooting-area before crossing the attacker's goal-line.

15.1.3. If the defender accidentally plays the ball across the attacker's goal-line with a block-flick, the attacker may accept a goal-flick. See also rule 4.3.2.1.

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

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

15.2. Procedure for taking a goal-flick

15.2.1. Both players pick up all their playing-figures and place them under the following conditions:

15.2.1.1. The attacker must place their playing-figures first, but not the playing-figure taking the goal-flick. After the attacker's playing-figures have been placed, their position may not be changed. The defender then places their playing-figures.

When the offence occurs:

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

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

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

When the offence occurs:

Referee's expression: "Illegal position!"

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

15.2.1.3. Attacking and defending playing-figures shall be placed at least 20 mm apart in accordance with rule 2.6.

When the offence occurs:

Referee's expression: "Illegal position!"

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

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

When the offence occurs:

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

Sanction: Free-flick from the penalty-spot. See Rule 11.1.3.

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

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

When the offence occurs:

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

Sanction:

- a. If the attacker violates this rule, the right to take the goal-flick changes to the opponent and shall be taken from the other end of the pitch. See Rule 10.
- b. If the defender violates this rule, see Rule 10.

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

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

When the offence occurs:

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

Sanction:

- a. The goal-flick shall be retaken

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

15.2.4. The playing-figure taking the goal-flick may not play or attempt to play (see Rule 5.2.3) the ball again until:

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

When the offence occurs:

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

Sanction:

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

Rule 16: Corner-flick

16.1. Definition

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

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

Example of correctly forcing a corner-flick



Defending playing-figure and ball inside the defender's shooting-area

Examples of incorrectly forcing a corner-flick



Defending playing-figure not inside the defender's shooting-area



Ball not played from inside the defender's shooting-area

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

16.1.2. If the defender accidentally plays the ball across their own goal-line with a block-flick, the attacker may accept a corner-flick. See also rule 4.3.2.1.

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

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

16.2. Procedure for taking a corner-flick

16.2.1. The ball shall be placed within the quarter circle or centrally on the quarter circle line to the side of the goal where the ball has crossed the goal-line. The ball may be partly outside the quarter circle, but no more than half of the ball may be seen outside of it when observed directly from above.

16.2.2. The player taking the corner-flick shall first nominate the playing-figure to take the corner-flick, before any positional flicks are taken. The playing-figure to take the corner-flick may be placed as desired on the playing surface.

When the offence occurs:

Referee's expression: "Illegal manipulation - Flick-in for the opponent"

Sanction: The offending player loses the right to take the corner-flick and the opponent takes a flick-in from the junction of the goal- and touchline. See rule 14.

16.2.3. Each player may proceed with three positional flicks, with the attacker taking all their positional flicks first. Either player may choose to take less than three positional flicks but this does not limit the number of positional flicks the opponent may take. The ball and the playing-figure nominated to take the corner-flick may be removed from the playing area by the referee to allow the positional flicks to be taken by either player. A positionally flicked playing-figure may not touch any other playing-figure (including the one nominated to take the corner-flick) or the ball, if still on the playing surface.

When the offence occurs:

Referee's expression: "Back!"

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

16.2.4. The attacker may claim "distance" in accordance with rule 2.6, if any opposing playing-figure is positioned within 90 mm of the ball after the positional flicks have been taken.

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

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

When the offence occurs:

Referee's expression: "Incorrect flick - Replay / Change of corner-flick right"

Sanction: If the ball is not touched

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

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

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

When the offence occurs:

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

Sanction:

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

Rule 17: Shoot-out

17.1. Definition

17.1.1. If a knock-out match in an individual or team competition is drawn after the golden goal period (taking into account the accumulated goal difference between the two teams in a team competition), a shootout shall take place. In a team match, the team captain shall nominate one of the four players who finished the golden goal period to represent the team.

17.1.2. The referee shall decide which goal to use and shall then toss a coin and ask one of the players to call. The player who wins the toss may opt to shoot or to keep goal first.

17.1.3. Five shots per player are taken alternately, starting from the side of the pitch chosen by the referee, from the following positions:

17.1.3.1. The ball shall be placed completely in the shooting-area, as near to the shooting-line and touchline as possible, without touching them.

17.1.3.2. The ball shall be placed completely in the shooting-area, as near to the shooting-line as possible without touching it and so that a line drawn by extending the side of the penalty-area would pass through the centre of the ball.

17.1.3.3. The ball shall be placed completely in the shooting-area, as near to the shooting-line as possible without touching it and so that a line from the centre of the goal-line drawn through the penalty-spot would pass through the centre of the ball.

17.1.3.4. As position 17.1.3.2, but on the other side of the pitch.

17.1.3.5. As position 17.1.3.1, but on the other side of the pitch.

17.1.4. If, after five shots, no winner has been determined, golden goal shots continue, starting from position 17.1.3.1. When, after an even number of shots taken, one player has scored more goals than the other, then the player with most goals is the winner.

17.2. Procedure for each shot

17.2.1. The referee shall place the ball according to the above definitions.

17.2.2. The attacker shall place a playing-figure to shoot and confirm that they are prepared to proceed with the shot by stating: "ready!". If the attacker is not ready after 10 seconds the referee shall regard the shot as being taken unsuccessfully. If the attacker changes the position of the prepared playing-figure after they have announced their readiness, the shot is considered as being taken unsuccessfully.

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

17.2.3. The referee then asks the goalkeeper to be ready. No part of the defender's body may go forward of the goal-line 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 a maximum of 10 seconds to confirm that they are prepared to proceed with goalkeeping by stating: “ready!”. If the goalkeeper is not ready after 10 seconds the referee shall regard the shot as being taken successfully.

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

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

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

When the offence occurs:

Referee’s expression: “Incorrect shot - Replay / Shot unsuccessful”

Sanction: If the ball is not touched

- a. The shot shall be retaken
- b. If, after retaking the shot, the ball has still not been touched, the referee shall regard the shot as having been taken unsuccessfully.

17.2.5. The attacker shall proceed with the shot within 10 seconds. If the attacker has not taken the shot within 10 seconds the referee shall regard the shot as being taken unsuccessfully.

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

17.2.6. Only one flick is allowed to the attacker when shooting. 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.

