

# F.I.S.T.F.

**Federation of International Sports Table Football**



**Sports Department**

**Sports Rules' Update Project 2020**

**Proposed Modifications Document**

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## Introduction

FISTF BoD introduced version 5.0 of Table Football Sports Rules in 2014, followed by a slightly improved version 5.02 in 2016. Since then, FISTF have been keeping a close eye on how the game has been affected by the changes brought by that latest version of the rules and on how players reacted to the changes. Furthermore, FISTF Sports Department and Rules Committee worked together in order to spot areas of the rules that should be altered in such way that would prevent players from using delaying tactics and committing tactical offences.

This close inspection helped FISTF to recognise the need for a few more rules additions/modifications which will make table football even more fascinating to play and watch. Therefore, FISTF Sports Department initiated a new Project for the update and improvement of the Sports Rules of the game named **Project 2020**. When the proposed updates are finally approved by the Nations, they will be incorporated into the new version 6.0 of the Rulebook, which will replace the existing version.

This document describes fourteen (14) modifications proposed by FISTF Sports Rules Committee and explains what they aim to achieve and how they can improve the game. Most of the proposals are actual changes to the existing rules, while a few of them are mere clarifications which do not alter any rules, but simply clarify the existing ones in order to achieve a better and common understanding between players.

All proposals aim to make the game faster and more exciting, that is to eliminate intentional (tactical) offences, to reduce pauses and to suppress repetitiveness, as well as to promote fair-play and to simplify the rules set.

The proposals are divided into three main Categories:

- Changes to reduce deliberate (tactical) offences by the defender
- Changes to diminish intentional delays
- Various other improvements

In the current document, for every proposed modification there is a Title, a Summary, an Objective, and the new wording of the rule, as it is going to be written in the Rules Book. The new rules and the modified parts of the existing rules are written in green colour in this document, so that they can be easily distinguished. Summaries and Objectives of the proposed changes are presented in five different languages, to make the modifications more easily understood by the Nations.

FISTF Board of Directors wish these modifications to be implemented with the beginning of the new Sports Season 2021. All the proposed modifications have been discussed and play-tested thoroughly by the members and delegates of the Sports Rules Committee until today. They will be further discussed with Nations before their adoption is approved and the time of implementation is decided.

It is extremely important that the Nations show interest and offer their help to FISTF Sports Rules Committee in assessing the specific changes and give alternatives in case the proposals are considered to be inadequate or in the wrong direction.

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## Changes to reduce deliberate (tactical) offences by the defender

### 1. “Last-minute” free-flicks



**Summary:** The game shall always be extended at half-time or full-time to allow a free-flick to be taken, if the free-flick was awarded to the attacker inside the defender’s shooting-area before the half-time or the end of the game, but the period ended before the free-flick was taken. The game will be extended for 15 seconds after the taking of the free-flick. The extension shall be given regardless of the intentions of the defender.

**Objective:** This is to punish free-flicks committed (deliberately most of the time) by the defender, a few seconds before the half or the game ends.



**Résumé:** Le match doit toujours être prolongé au-delà du temps réglementaire pour permettre de jouer un coup franc, si le coup franc a été accordé à l'attaquant dans la zone de tir du défenseur avant la mi-temps ou la fin du match, alors que la période s'est terminée avant que l'attaquant n'ait choisi de prendre le coup franc. La période sera prolongée de 15 secondes dès que le coup franc est joué. Le temps supplémentaire sera accordé quelles que soient les intentions du défenseur.

**Objectif:** Il s'agit de sanctionner les coups francs commis (intentionnellement la plupart du temps) par le défenseur, quelques secondes avant la mi-temps ou la fin du match.



**Sommario:** Alla durata del tempo di gioco sarà sempre aggiunto il recupero necessario per eseguire un calcio di punizione se esso è stato assegnato all'attaccante all'interno dell'area di tiro del difensore prima del termine della prima o della seconda frazione di gioco, ma il tempo è scaduto prima della sua esecuzione. Il tempo di recupero sarà di 15 secondi dopo la battuta del calcio di punizione. Il recupero sarà assegnato indipendentemente dalle intenzioni del difensore.

**Obiettivo:** La modifica ha lo scopo di punire il fallo commesso (la maggior parte delle volte volontariamente) dal difensore a pochi secondi del termine della frazione di gioco.



**Sumario:** El partido se prolongará siempre al final del primer tiempo o al final del segundo para permitir sacar una falta, siempre que la falta a favor del atacante se haya producido dentro del área de tiro del defensor antes del final del primer o segundo tiempo, y esta media parte hubiera acabado antes de que se sacara la falta. El juego se prolongará por 15 segundos más después de sacar la falta. Esta prolongación se concederá siempre sin importar la intención del defensor.

**Objetivo:** Con esto se penalizan las faltas cometidas (deliberadamente casi siempre) por el defensor unos segundos antes del final del primer o segundo tiempo.



**Περίληψη:** Το παιχνίδι θα παρατείνεται πάντα στο ημίχρονο ή στο τέλος του παιχνιδιού για να επιτραπεί η εκτέλεση φάουλ, αν το φάουλ δόθηκε υπέρ του επιτιθέμενου μέσα στην περιοχή του σουτ του αμυνόμενου πριν τη λήξη του ημιχρόνου ή του παιχνιδιού, αλλά η περίοδος έληξε πριν την εκτέλεση του φάουλ. Το παιχνίδι θα παρατείνεται για 15 δευτερόλεπτα μετά την εκτέλεση του φάουλ. Η παράταση θα δίνεται ανεξάρτητα από την πρόθεση του αμυνόμενου.

**Σκοπός:** Η αλλαγή σκοπεύει να τιμωρεί τα φάουλ που γίνονται (εσκεμμένα συνήθως) από τον αμυνόμενο, λίγα δευτερόλεπτα πριν λήξει το ημίχρονο ή το παιχνίδι.

*3.2.4. The referee shall add time at the end of a period, to allow a free-flick to be taken for a foul committed by the defender inside his own shooting-area before the end of the period. The game will be*

*extended for 15 seconds after the taking of the free-flick. The extension shall be given regardless of the intentions of the defender, i.e. whether the offence was deliberate or accidental.*

*Remark: Every time a further offence is committed inside the defender's shooting-area during added time, the referee shall add another 15 seconds after the taking of the free-flick.*

## 2. “Last-minute” backs



**Summary:** The game shall always be extended at half-time or full-time to allow a shot to be taken, if the shot was prevented by an incorrect block-flick that was punished with a “Back” before the half-time or the end of the game, but the period ended before the shot was taken. The extension shall last until the attacker takes the shot, within the maximum time allowed for a shot. The extension shall be given regardless of the intentions of the defender.

**Objective:** This is to punish “backs” committed (deliberately most of the time) by the defender, a few seconds before the half or the game ends.



**Résumé:** Le match doit toujours être prolongé au-delà du temps réglementaire pour permettre un tir, si le tir a été empêché par une faute du défenseur puni d'un *Back* / À remettre avant la mi-temps ou la fin du match, alors que la période s'est terminée avant que le tir n'ait eu lieu. Le temps supplémentaire durera jusqu'au tir effectif de l'attaquant dans le respect du temps maximum alloué pour effectuer un tir. Le temps supplémentaire sera accordé quelles que soient les intentions du défenseur.

**Objectif:** Il s'agit de sanctionner les *Back* / À remettre commis (intentionnellement la plupart du temps) par le défenseur, quelques secondes avant la mi-temps ou la fin du match.



**Sommario:** Alla durata del tempo di gioco sarà sempre aggiunto il recupero necessario per eseguire un tiro se esso è stato impedito da un marcamento difensivo punito con un “Back” prima del termine della prima o della seconda frazione di gioco ma il tempo è scaduto prima della sua esecuzione da parte dell'attaccante. Il recupero durerà fino a che l'attaccante abbia eseguito il tiro, entro il tempo massimo consentito per un tiro. Il recupero sarà assegnato indipendentemente dalle intenzioni del difensore.

**Obiettivo:** La modifica ha lo scopo di punire i “Back” commessi (la maggior parte delle volte volontariamente) dal difensore a pochi secondi dal termine della frazione di gioco.



**Sumario:** El Partido se prolongará siempre al final del primer o segundo tiempo para permitir disparar a puerta, si se impidió este disparo por un golpe defensivo incorrecto que fue castigado con “back” antes del final de cualquiera de los tiempos del partido. El tiempo de prolongación será el necesario para que el atacante realice el disparo, dentro del tiempo máximo permitido para un disparo. Esta prolongación se concederá siempre sin importar la intención del defensor.

**Objetivo:** Con esto se penalizan los “backs” cometidos (deliberadamente casi siempre) por el defensor unos segundos antes del final del primer o segundo tiempo.



**Περίληψη:** Το παιχνίδι θα παρατείνεται πάντα στο ημίχρονο ή στο τέλος του παιχνιδιού για να επιτραπεί η εκτέλεση σουτ, αν το σουτ εμποδίστηκε από μία λανθασμένη αμυντική κίνηση που τιμωρήθηκε με «back» πριν τη λήξη του ημιχρόνου ή του παιχνιδιού, αλλά η περίοδος έληξε πριν την εκτέλεση του σουτ. Η παράταση θα διαρκεί μέχρι να εκτελεστεί το σουτ, μέσα στον μέγιστο επιτρεπόμενο χρόνο για ένα σουτ. Η παράταση θα δίνεται ανεξάρτητα από την πρόθεση του αμυνόμενου.

**Σκοπός:** Η αλλαγή σκοπεύει να τιμωρεί τα «back» που γίνονται (εσκεμμένα συνήθως) από τον αμυνόμενο, λίγα δευτερόλεπτα πριν λήξει το ημίχρονο ή το παιχνίδι.

3.2.5. The referee shall add time at the end of a period, to allow a shot prevented by an incorrect block-flick that was punished with a “Back” before the end of the period, to be taken. The extension shall last until the attacker takes one shot, within the maximum time allowed for a shot (10 seconds) after the referee’s signal. The extension shall be given regardless of the intentions of the defender, i.e. whether the offence was deliberate or accidental.

### 3. Consecutive defender’s offences



**Summary:** When the defender commits two or more consecutive offences punishable with a free-flick, he is not allowed to take a positional flick before the taking of the last free-flick. Two offences are considered to be consecutive, when the last offence is committed right after the next attacking flick (the one following the commitment of the first offence) is taken.

**Objective:** This is to punish free-flicks repeatedly committed by the defender, aiming to destroy the attacker’s efforts. The rule will be effective anywhere on the pitch and at any time.



**Résumé:** Lorsque le défenseur commet deux ou plusieurs fautes consécutives sanctionnées d'un coup franc, il n'est pas autorisé à effectuer un coup de position sur le dernier coup franc. Deux fautes sont considérées comme consécutives, lorsque la dernière faute est commise juste après le coup d'attaque suivant (celui qui suit le coup d'engagement du premier coup franc).

**Objectif:** Il s'agit de sanctionner les coups francs commis à plusieurs reprises par le défenseur, dans le but de d'empêcher la progression de l'attaquant. La règle sera effective n'importe où sur le terrain et à tout moment.



**Sommario:** Quando il difensore commette due o più infrazioni consecutive punibili con un calcio di punizione, non gli è consentito eseguire il movimento posizionale prima della battuta dell'ultimo calcio di punizione. Due infrazioni sono considerate consecutive quando l'ultima viene commessa subito dopo il successivo colpo dell'attaccante (quello eseguito dopo la prima infrazione).

**Obiettivo:** La modifica ha lo scopo di punire i ripetuti falli da punizione commessi dal difensore che mirano a distruggere gli sforzi offensivi. La regola sarà applicata in qualsiasi punto del campo e in qualsiasi momento.



**Sumario:** Cuando el defensor realiza dos o más faltas seguidas, no podrá realizar su golpe posicional antes de que se saque la última falta. Dos infracciones se consideran consecutivas, cuando la última infracción se comete inmediatamente después de que se ejecute el siguiente movimiento de ataque (el que sigue a la comisión de la primera infracción).

**Objetivo:** Con esto se castigan las continuas faltas del defensor, con el fin de destruir el juego de ataque. Esta regla será efectiva en cualquier parte del campo y cualquier momento del partido.



**Περίληψη:** Όταν ο αμυνόμενος κάνει δύο ή περισσότερες συνεχόμενες παραβάσεις που τιμωρούνται με φάουλ, δεν του επιτρέπεται να κάνει αμυντική κίνηση πριν την εκτέλεση του τελευταίου φάουλ. Δύο παραβάσεις θεωρούνται συνεχόμενες, όταν η τελευταία παράβαση γίνεται αμέσως μετά την επόμενη επιθετική κίνηση (αυτήν που ακολούθησε μετά την πρώτη παράβαση).

**Σκοπός:** Η αλλαγή σκοπεύει να τιμωρεί φάουλ που γίνονται κατ' επανάληψη από τον αμυνόμενο, στοχεύοντας να καταστρέψει τις επιθετικές προσπάθειες. Ο κανόνας θα ισχύει οπουδήποτε μέσα στο γήπεδο και οποιαδήποτε στιγμή.

11.2.2.1. However, the defender shall not be entitled to take a positional flick if he committed two or



*more consecutive offences punishable with a free-flick, whether the attacker accepted the previous free-flick or requested to play on. Any two offences are deemed to be consecutive, when the last offence is committed right after the next attacking flick (the one following the commitment of the first offence) is taken (including the taking of the free-flick for the first offence, if the attacker did not request to play on).*

## Changes to diminish intentional delays

### 4. Forcing of flick-ins



**Summary:** When the ball is outside the defender's shooting-area, the attacker is allowed to force a flick-in only on the side of the field quarter which is nearest to the deflecting defending playing figure before the attempt to force, **and** the deflecting defending playing figure, the ball and the forcing attacking playing figure are all positioned in the same field-quarter.

**Objective:** This is to stop the bad practice of forcing flick-ins, which is the easy way out for many players when the defender makes good block-flicks and a very convenient way for one to keep possession of the ball for long and delay the game.



**Résumé:** Lorsque le ballon se trouve à l'extérieur de la zone de tir du défenseur, l'attaquant est autorisé à forcer une touche uniquement du côté de la zone qui est le plus proche de la figurine adverse sur laquelle l'attaquant s'appuie pour forcer la touche, **et** si la figurine adverse, le ballon et la figurine de l'attaquant jouée sont tous positionnés dans la même zone.

**Objectif:** Il s'agit d'empêcher la mauvaise pratique consistant à forcer les touches, ce qui représente une solution de facilité pour certains joueurs lorsque le défenseur fait de bons coups de défense ainsi qu'un moyen très pratique de conserver plus longtemps la possession du ballon et de retarder le jeu.



**Sommario:** Quando la palla si trova all'esterno dalla zona di tiro del difensore, all'attaccante è consentito forzare una rimessa laterale solo verso il lato di quarto di campo più vicino alla miniatura del difensore che devia, valutata prima del tentativo di forzatura **e** solo se la miniatura del difensore che devia, la palla e la miniatura dell'attaccante che esegue la forzatura sono tutti posizionati nello stesso quarto di campo.

**Obiettivo:** La modifica ha lo scopo di far cessare la cattiva abitudine di forzare le rimesse laterali, che sono una facile via d'uscita per molti giocatori quando il difensore fa buone marcature e un modo molto conveniente per mantenere a lungo il possesso palla e ritardare il gioco.



**Sumario:** Cuando la pelota se encuentra fuera del área de tiro del defensor, el atacante solo podrá forzar el saque de banda en la línea lateral del cuarto del campo que se encuentre más próximo a la figura defensora sobre la que rebote la bola al forzar el saque de banda, esta figura defensora, la pelota y la figura atacante que fuerce el saque de banda deberán estar todos posicionados en el mismo cuarto de campo.

**Objetivo:** Con esto se limita la mala práctica de forzar saques de banda, que es una salida fácil para muchos jugadores cuando el defensor realiza buenos golpes defensivos, y un método muy efectivo para prolongar la posesión de la pelota y perder tiempo.



**Περίληψη:** Όταν η μπάλα βρίσκεται εκτός της περιοχής σουτ του αμυνόμενου, ο επιτιθέμενος επιτρέπεται να κερδίσει πλάγιο άουτ με κόντρα, μόνο από την πλευρά του γηπέδου που είναι κοντινότερα στην αμυντική φιγούρα πριν επιχειρηθεί η κόντρα **και** η αμυντική φιγούρα, η μπάλα και η επιθετική φιγούρα που επιχειρεί την κόντρα είναι όλες στο ίδιο τεταρτημόριο του γηπέδου.

**Σκοπός:** Η αλλαγή σκοπεύει να σταματήσει την κακή πρακτική του να κερδίζονται πλάγια άουτ με κόντρες, που είναι η εύκολη διέξοδος για πολλούς παίκτες όταν ο αμυνόμενος κάνει καλές αμυντικές κινήσεις και ένας πολύ βολικός τρόπος να κρατά κάποιος κατοχή της μπάλας επί μακρόν και να καθυστερεί το παιχνίδι.



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

*14.1.2.1. When the ball is outside the defender's shooting-area, a flick-in may be forced if conditions in Rule 14.1.2 are satisfied and the ball crosses the touchline which was nearest to the deflecting defending playing figure before the attempt to force.*

14.1.6. If the goalkeeper touches the ball, it is always considered as playing it (see rule 8.1.3). Therefore, *if the ball crosses a touchline directly after a goalkeeper's save, a flick-in is always awarded to the goalkeeper's opponent, no matter where the ball crosses the touchline (in or out of the shooting-area). However, the goalkeeper may force a flick-in, provided that the conditions in 14.1.2.1 are satisfied.*

## 5. Deliberately keeping the ball inside the attacker's own half



**Summary:** When the attacker keeps playing the ball inside his own half for an extended period and deliberately avoids crossing the half-line into the defender's half, the referee must give him 15 seconds to do so. The attacker has to play the ball across the half-line within this time, otherwise a free-flick shall be awarded to the defender.

**Objective:** This is to prevent the attacker from delaying the game too much and wasting too much time.



**Résumé:** Lorsque l'attaquant continue de jouer le ballon dans sa moitié de terrain pendant un temps un relativement long et choisit de ne jamais franchir la ligne médiane vers la moitié de terrain du défenseur, l'arbitre doit lui accorder 15 secondes pour le faire. L'attaquant doit faire franchir la ligne médiane au ballon dans ce délai, sinon un coup franc sera accordé au défenseur.

**Objectif:** Il s'agit d'empêcher que l'attaquant ne retarde trop le jeu et ne perde exagérément du temps.



**Sommario:** Quando l'attaccante continua a giocare la palla all'interno della propria metà campo per un lungo periodo di tempo e evita deliberatamente di oltrepassare la linea di metà campo verso il difensore, l'arbitro deve dargli 15 secondi per farlo. L'attaccante deve giocare la palla attraverso la linea di metà campo entro questo tempo, altrimenti al difensore sarà assegnato un calcio di punizione.

**Obiettivo:** La modifica ha lo scopo di impedire all'attaccante di ritardare il gioco troppo e perdere molto tempo.



**Sumario:** Cuando el atacante mantenga el juego dentro de su mitad de campo propio por un periodo excesivo de tiempo y evite deliberadamente cruzar la línea de medio campo hacia el campo contrario, el árbitro deberá darle 15 segundos para cruzar al otro campo. El atacante deberá jugar la pelota atravesando el medio campo en este tiempo, si no lo hace se pitará falta a favor del defensor.

**Objetivo:** Con esto se evita que el atacante ralentice demasiado el juego y pierda mucho tiempo.



**Περίληψη:** Όταν ο επιτιθέμενος συνεχίζει να παίζει την μπάλα μέσα στο δικό του μισό του γηπέδου για μεγάλο διάστημα και εσκεμμένα αποφεύγει να περάσει τη μεσαία γραμμή προς το μισό του αμυνόμενου, ο διαιτητής πρέπει να του δώσει 15 δευτερόλεπτα για να το κάνει. Ο επιτιθέμενος πρέπει να περάσει την μπάλα πέρα από τη μεσαία γραμμή μέσα σε αυτό το χρόνο, διαφορετικά θα δοθεί φάουλ υπέρ του αμυνόμενου.

**Σκοπός:** Η αλλαγή σκοπεύει να εμποδίσει τον επιτιθέμενο να καθυστερεί το παιχνίδι υπερβολικά και να χάνει πάρα πολύ χρόνο.

*10.8.4.1. When the attacker keeps playing the ball inside his own half of the pitch for a long period while not being pressed by the defender and deliberately avoids crossing the half-line into the defender's half, the referee must give him 15 seconds to do so. The attacker has to play the ball across the half-line within this time.*

*When the offence occurs:*

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

*Punishment: Free-flick from the point where the ball stands when the time of 15 seconds expires. See rule 11.*

## 6. Back-half violation



**Summary:** After the ball has crossed the centre-line into the defender's half or after the attacker has gained possession of the ball inside the defender's half, the attacker is allowed to play the ball back into his own half only one time during the same period of possession (punishment for the second time: free-flick).

**Objective:** This is to prevent the attacker from delaying the game too much and wasting too much time.



**Résumé:** Une fois que le ballon a franchi la ligne médiane dans la moitié de terrain du défenseur ou après que l'attaquant a pris possession du ballon dans la moitié de terrain du défenseur, l'attaquant n'est autorisé à revenir jouer le ballon dans sa moitié de terrain qu'une seule fois pendant la même période de possession. Si l'attaquant revient une deuxième fois pendant sa possession dans sa moitié de terrain, il sera sanctionné d'un coup-franc.

**Objectif:** Empêcher que l'attaquant ne retarde trop le jeu et ne perde exagérément du temps.



**Sommario:** Dopo che la palla ha attraversato la linea centrale e si trova all'interno della metà campo del difensore o dopo che l'attaccante ha riguadagnato il possesso palla all'interno della metà campo del difensore, all'attaccante è consentito giocare la palla all'indietro e all'interno della propria metà campo solo per una volta durante un singolo periodo di possesso palla (punizione se giocata per la seconda volta: calcio di punizione).

**Obiettivo:** La modifica ha lo scopo di impedire all'attaccante di ritardare il gioco troppo e perdere molto tempo.



**Sumario:** Una vez que la pelota ha cruzado la línea de centro hacia el campo del defensor o el atacante ha recuperado la posesión de la pelota dentro de la mitad del campo del defensor, el atacante puede jugar hacia atrás a su propio campo solo una vez durante la misma posesión (se sanciona si lo hace una segunda vez con falta).

**Objetivo:** Con esto se evita que el atacante ralentice demasiado el juego y pierda mucho tiempo.



**Περίληψη:** Αφού η μπάλα περάσει τη μεσαία γραμμή προς το μισό του αμυνόμενου ή αφού ο επιτιθέμενος κερδίσει κατοχή της μπάλας μέσα στο μισό του αμυνόμενου, ο επιτιθέμενος έχει δικαίωμα να παίξει τη μπάλα προς τα πίσω και μέσα στο δικό του μισό μόνο μία φορά στην ίδια περίοδο κατοχής (ποινή για τη δεύτερη φορά: φάουλ).

**Σκοπός:** Η αλλαγή σκοπεύει να εμποδίσει τον επιτιθέμενο να καθυστερεί το παιχνίδι υπερβολικά και να χάνει πάρα πολύ χρόνο.



*10.8.4.2. After the ball has crossed the centre-line completely into the defender's half of the pitch or after the attacker has gained possession of the ball inside the defender's half, the attacker is allowed to play the ball back into his own half only once during the same period of possession. The ball is considered to be played back if it completely enters the attacker's half.*

*When the offence occurs:*

*Referee's expression: "Back-half violation - Free-flick"*

*Punishment: Free-flick from the point where the ball fully crossed the centre-line. See rule 11.*

*Remark: When the ball comes back to the attacker's half after hitting a post / the crossbar or after the defender has committed an incorrect block-flick (cases 6.2.4 (i or iii)), it does not count as a "back-half violation".*

## Various other improvements

### 7. Incorrect flicking



**Summary:** The players are not allowed to “push” their playing figures on the pitch while flicking. The player’s hand and lower forearm must remain still until the flick is completed, i.e. until the player’s finger has stopped moving.

**Objective:** This is to put stress on the correct way of flicking. Rule 1.1.2 is **horribly abused** by many players nowadays and this must be stopped.



**Résumé:** Les joueurs ne sont pas autorisés à «pousser» leurs figurines de jeu sur le terrain tout en les effleurant. La main et le bas de l’avant-bras du joueur doivent rester immobiles jusqu’à la fin du coup, c’est-à-dire jusqu’à ce que le doigt du joueur cesse de bouger.

**Objectif:** Il s’agit de mettre l’accent sur la manière correcte de jouer les figurines. La règle 1.1.2 est **horriblement abusée** par de nombreux joueurs de nos jours et cela doit être arrêté.



**Sommario:** Ai giocatori non è consentito “spingere” le loro miniature sul campo mentre colpiscono a punta di dito. La mano e l’avantbraccio devono restare fermi fino al completamento del colpo, ossia fino a che il dito del giocatore non ha smesso di muoversi.

**Obiettivo:** La modifica ha lo scopo di sottolineare il modo corretto di colpire a punta di dito. La Regola 1.1.2 viene **orribilmente disattesa** da molti giocatori al giorno d’oggi e questo deve finire.



**Sumario:** Los jugadores no podrán “empujar” a sus figuras sobre el campo al realizar el golpeo. La mano y la muñeca del jugador deben permanecer quietas mientras se realiza el golpeo, p.ej. hasta que el dedo del jugador se pare completamente.

**Objetivo:** Con esto se fuerza a golpear de forma correcta. Regla 1.1.2 de la que muchos jugadores **abusan constantemente** en nuestros días y que debe de evitarse.



**Περίληψη:** Οι παίκτες δεν επιτρέπεται να «σπρώχνουν» τις φιγούρες τους πάνω στην τσόχα καθώς τις κτυπούν με το δάκτυλο. Το χέρι ενός παίκτη και ο καρπός του πρέπει να παραμένουν ακίνητα μέχρι να ολοκληρωθεί το κτύπημα, δηλαδή μέχρι το δάκτυλο του παίκτη να σταματήσει να κινείται.

**Σκοπός:** Η αλλαγή σκοπεύει να δώσει έμφαση στον ορθό τρόπο κτυπήματος με το δάκτυλο. Ο κανόνας 1.1.2 **κακοποιείται φρικτά** από πολλούς παίκτες στις μέρες μας και αυτό πρέπει να σταματήσει.

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

### 8. Sweeping away defending playing figures while taking a free-flick or a flick-off



**Summary:** After having touched the ball, the attacking playing figure which takes a free-flick or a flick-off may not touch any defending playing figure standing completely inside the defender’s half before coming to rest (punishment: free-flick).

**Objective:** This is to prevent the attacker from sweeping away defending playing figures while taking a free-flick or a flick-off.



**Résumé:** Après avoir touché le ballon, la figurine attaquante qui effectue un coup franc ou un coup d'envoi ne peut toucher aucune figurine de jeu défendante positionnée entièrement à l'intérieur de la moitié de terrain du défenseur avant de s'immobiliser (punition: coup franc).

**Objectif:** Il s'agit d'empêcher l'attaquant de balayer les figurines de jeu en défense tout en effectuant un coup franc ou un coup d'envoi.



**Sommario:** Dopo aver toccato la palla, la miniatura dell'attaccante che esegue un calcio di punizione o un calcio d'inizio non può toccare nessuna miniatura del difensore che si trovi completamente all'interno la metà campo del difensore prima di fermarsi (punizione: calcio di punizione).

**Obiettivo:** La modifica ha lo scopo di impedire che l'attaccante spazzi le miniature del difensore eseguendo un calcio di punizione o un calcio d'inizio.



**Sumario:** Después de haber jugado la pelota, la figura del jugador atacante que saca una falta o el saque de centro no puede tocar antes de pararse ninguna figura del defensor que se encuentre completamente dentro de la mitad de su propio campo.

**Objetivo:** Con esto se evita que el atacante desplace a las figuras del defensor al sacar una falta o el saque de centro.



**Περίληψη:** Αφού έχει ακουμπήσει τη μπάλα, η επιθετική φιγούρα που εκτελεί ένα φάουλ ή τη σέντρα δεν μπορεί να ακουμπήσει καμία αμυντική φιγούρα που βρίσκεται εντελώς μέσα στο μισό του αμυνόμενου πριν να σταματήσει (ποινή: φάουλ).

**Σκοπός:** Η αλλαγή σκοπεύει να εμποδίσει τον επιτιθέμενο να σκορπίζει αμυντικές φιγούρες καθώς εκτελεί ένα φάουλ ή τη σέντρα.

*4.2.6. The playing figure taking the flick-off may not touch any defending playing figure before coming to rest.*

*When the offence occurs:*

*Referee's expression: "Foul taking - Free-flick"*

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

*11.2.6. The playing figure taking the free-flick may not touch any defending playing figure standing completely inside the defender's half before coming to rest.*

*When the offence occurs:*

*Referee's expression: "Foul taking - Free-flick"*

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

## 9. New case of accidental "smashing"



**Summary:** There shall be no "smashing" if the flicked attacking playing figure was standing completely behind the half-line and the ball was completely in the defender's half before the flick was taken.

**Objective:** This is to stop punishing accidental "smashing" when an attacking playing figure behind the centre-line is flicked to touch the ball in the other half of the pitch.



**Résumé:** Il n'y aura pas de «smashing» si la figurine de jeu attaquante jouée se tenait complètement dans sa moitié de terrain et que le ballon était également en totalité dans la moitié de terrain du défenseur avant que le coup ne soit exécuté.

**Objectif:** Il s'agit d'arrêter de sanctionner les «smashing» accidentels lorsqu'une figurine offensive est propulsée derrière la ligne médiane pour toucher le ballon dans l'autre moitié du terrain.



**Sommario:** Non ci sarà “spazzata” se la miniatura attaccante colpita a punta di dito si trovava completamente dietro alla riga di metà campo e la palla era completamente nella metà campo del difensore prima dell'esecuzione del colpo.

**Obiettivo:** La modifica ha lo scopo di smettere di punire la “spazzata” accidentale quando una miniatura dell'attaccante dietro la linea di metà campo viene colpita per toccare la palla nell'altra metà del campo.



**Sumario:** No habrá “smashing” si se juega con un jugador del atacante que se encuentra completamente en campo propio y la pelota se encuentra completamente en el campo del defensor antes de que se realizara el golpeo.

**Objetivo:** Con esto no se castigan los “smashing” accidentales cuando una figura atacante juega desde su campo para tocar el balón en el campo contrario.



**Περίληψη:** Δεν υπάρχει «smashing» αν η επιθετική φιγούρα που έπαιξε στεκόταν εντελώς πίσω από τη μεσαία γραμμή και η μπάλα ήταν εντελώς μέσα στο μισό του αμυνόμενου πριν να γίνει το παίξιμο.

**Σκοπός:** Η αλλαγή σκοπεύει να σταματήσει να τιμωρεί «smashing» που συμβαίνουν τυχαία όταν μία επιθετική φιγούρα παίζεται πίσω από τη μεσαία γραμμή για να αγγίξει τη μπάλα στο άλλο μισό του γηπέδου.

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

When the offence occurs:

Referee's expression: “Smashing - Free-flick”

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

Remark: Notwithstanding the above restriction, an attacker's flick which

a) is obviously a shot at goal or an attempt to force a flick-in, a corner-flick or a goal-flick or

b) is taken while the ball is moving *or*

*c) involves an attacking playing figure completely inside the attacker's half of the pitch while the ball is completely inside the defender's half before the flick was taken*

may cause the displacement of any number of defending playing figures without being punished.

## 10. Corner-flick positional flicks



**Summary:** The attacker may ask for fewer (two, one or none) flicks to be taken before taking a corner-flick, as it happens with free-flicks and flick-ins.

**Objective:** This is to align the rules for all flicks restarting the game.



**Résumé:** L'attaquant peut demander que moins de coups (deux, un ou aucun) soient effectués lors d'avant de jouer un coup de coin, comme cela se produit avec les coups francs et les touches.

**Objectif:** Il s'agit d'aligner les règles de tous les coups redémarrant le jeu.



**Sommario:** L'attaccante può richiedere meno movimenti posizionali (due, uno o nessuno), così come succede con i calci di punizione e la rimessa laterale.

**Obiettivo:** La modifica ha lo scopo di allineare le regole per tutti i colpi di riavvio del gioco.



**Sumario:** El atacante puede solicitar menos golpes posicionales (dos, uno o ninguno) antes de sacar un corner, como sucede con las faltas y los saques de banda.

**Objetivo:** Con esto se armonizan las reglas para todos los saques de reinicio del juego.



**Περίληψη:** Ο επιτιθέμενος μπορεί να ζητήσει να γίνουν λιγότερες (δύο, μία ή καμία) κινήσεις πριν την εκτέλεση ενός κόρνερ, όπως συμβαίνει με τα φάουλ και τα πλάγια.

**Σκοπός:** Η αλλαγή σκοπεύει να ευθυγραμμίσει τους κανόνες για όλα τα κτυπήματα που ξαναρχίζουν το παιχνίδι.

10.7.2.8. The attacker may choose that *fewer* positional flicks will be taken by any player in case of a free-flick, a flick-in *or a corner-flick*: “*two/one/no flicks!*”

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

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

## 11. Nomination of a playing figure to take a free-flick/flick-in/corner-flick, when the attacker asks for “two/one/no flicks”



**Summary:** When the attacker asks for “two/one/no flicks”, he must use (for the taking of the free-flick, the flick-in or the corner-flick) the playing figure which is closest to the point the free-flick, the flick-in or the corner-flick will be taken from.

**Objective:** This is to stop giving the attacker an “extra” advantage when he asks for “two/one/no flicks”. The spirit of “no-flicks” rule is to accelerate the game, not to create an additional advantage for the attacker as it happens now.



**Résumé:** Lorsque l'attaquant demande «deux/un/pas de coups», il doit utiliser (pour la prise du coup franc, de la touche ou du coup de coin) la figurine qui est la plus proche du point du coup franc, touche ou coup de coin.

**Objectif:** Il s'agit d'arrêter de donner à l'attaquant un avantage «supplémentaire» lorsqu'il demande «deux/un/pas de coups». L'esprit de la règle du «no-flicks» est d'accélérer le jeu et non de créer un avantage supplémentaire pour l'attaquant comme c'est le cas actuellement.





**Sommario:** Quando l'attaccante richiede "due mosse/una mossa/senza mossa", deve utilizzare (per battere il calcio di punizione, la rimessa laterale o il calcio d'angolo) la miniatura che si trova più vicina al punto di battuta del calcio di punizione, della rimessa laterale o del calcio d'angolo.

**Obiettivo:** La modifica ha lo scopo di smettere di fornire all'attaccante un vantaggio "extra" quando richiede "due mosse/una mossa/senza mossa". Lo spirito della regola del "nessuna mossa" è di accelerare il gioco, non di creare un ulteriore vantaggio per l'attaccante, come accade ora.



**Sumario:** Cuando el atacante pide "dos/uno/no flicks", deberá usar (para sacar la falta, el saque de banda o el corner) la figura que se encuentre más cerca del punto donde se produjo la falta, el saque de banda o el corner.

**Objetivo:** Esto es para no dar al atacante una ventaja "extra" cuando pido "dos/uno/no flicks". El espíritu de la regla de "no flicks" es que el juego se acelere, y no crear una ventaja adicional para el atacante como sucede ahora.



**Περίληψη:** Όταν ο επιτιθέμενος ζητά «δύο/μία/καμία κίνηση», πρέπει να χρησιμοποιήσει (για την εκτέλεση του φάουλ, του πλαγίου ή του κόρνερ) τη φιγούρα που είναι κοντινότερα στο σημείο που θα εκτελεστεί το φάουλ, το πλάγιο ή το κόρνερ.

**Σκοπός:** Η αλλαγή σκοπεύει να σταματήσει να δίνει στον επιτιθέμενο ένα επιπλέον πλεονέκτημα όταν ζητά «δύο/μία/καμία κίνηση». Το πνεύμα του κανόνα «no-flicks» είναι να επιταχύνει το παιχνίδι, όχι να δημιουργήσει ένα επιπρόσθετο πλεονέκτημα για τον επιτιθέμενο όπως συμβαίνει τώρα.

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. *If the attacker decides for no flicks, then the attacking playing figure closest to the point from which the free-flick will be taken must be nominated to take the free-flick. If there is doubt about which attacking playing figure is the nearest, the referee will indicate the one to be nominated.* The playing figure to take the free-flick shall be placed as desired on the playing surface.

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. *If the attacker decides for no flicks, then the attacking playing figure closest to the point from which the flick-in will be taken must be nominated to take the flick-in. If there is doubt about which attacking playing figure is the nearest, the referee will indicate the one to be nominated.*

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. *If the attacker decides for two/one/no flicks, then the attacking playing figure closest to the point from which the corner-flick will be taken must be nominated to take the corner-flick. If there is doubt about which attacking playing figure is the nearest, the referee will indicate the one to be nominated.* The playing figure to take the corner-flick may be placed as desired on the playing surface.

## 12. Illegal behaviour before shooting



**Summary:** When the attacker has taken up position to shoot and then he removes his hand from the pitch, he is not allowed to shoot with his next flick (change of punishment in rule 10.9).

**Objective:** This is to make the rule more rational. As it is now, if the attacker changes his mind and does not want to shoot anymore (because the defender took a good block-flick), he is not allowed to take his hand off the pitch, otherwise he will be punished with a free-flick.



**Résumé:** Lorsque l'attaquant s'est mis en position pour tirer puis qu'il retire sa main du terrain, il n'est plus autorisé à tirer avec son prochain coup (changement de punition dans la règle 10.9).



**Objectif:** Il s'agit de rendre la règle plus rationnelle. Dans l'état actuel des choses, si l'attaquant change d'avis et ne veut plus tirer (parce que le défenseur a pris un bon coup de défense), il n'est pas autorisé à retirer sa main du terrain, sinon il sera sanctionné d'un coup-franc.



**Sommario:** Quando il giocatore attaccante ha preso posizione per il tiro in porta e poi toglie la mano dal campo, non gli è consentito tirare in porta con il colpo successivo (modifica della punizione nella regola 10.9)

**Obiettivo:** La modifica ha lo scopo di rendere più razionale la regola. Attualmente, se l'attaccante cambia idea e non vuole più tirare in porta (perché il difensore ha eseguito un efficace movimento difensivo) non gli è consentito togliere la mano dal campo, altrimenti sarà punito con un calcio di punizione.



**Sumario:** Cuando el atacante se posiciona en una clara posición para tirar a puerta y entonces retira su mano del terreno de juego, no se le permitirá tirar en su próximo golpeo (cambio de la sanción de la regla 10.9).

**Objetivo:** Con esto se intenta hacer la regla más racional. Como sigue ahora si el atacante cambia su idea y no dispara a puerta (porque el defensor ha hecho un buen golpe defensivo), no puede retirar su mano del campo, porque si no se le castigaría con una falta.



**Περίληψη:** Όταν ο επιτιθέμενος έχει πάρει θέση για να σουτάρει και μετά αποσύρει το χέρι του από το τραπέζι, δεν επιτρέπεται να σουτάρει με την επόμενη κίνηση (αλλαγή της ποινής στον κανόνα 10.9).

**Σκοπός:** Η αλλαγή σκοπεύει να κάνει τον κανόνα πιο ορθολογικό. Όπως είναι τώρα, αν ο επιτιθέμενος αλλάξει γνώμη και δεν επιθυμεί να σουτάρει πια (επειδή ο αμυνόμενος έκανε μία καλή αμυντική), δεν του επιτρέπεται να τραβήξει το χέρι του από το τραπέζι, διαφορετικά θα τιμωρηθεί με φάουλ.

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

When the offence occurs:

Referee's expression: "*Illegal behaviour – No shoot / Free-flick*"

Punishment: *The attacker is not allowed to shoot with his next flick. If he takes a shot with his next flick despite the warning, a free-flick is awarded to the defender from where the ball was at the moment of the offence.*

### 13. Changes for the taking of flick-off



**Summary:** The attacker is not obliged to play the ball forward into the defender's half when a flick-off is taken. The playing figure which will take the flick-off may be placed in the defender's half within the limits of the centre-circle.

**Objective:** This is to lift restrictions on how to flick-off.



**Résumé:** L'attaquant n'est pas obligé de faire franchir le ballon en avant dans la moitié de terrain du défenseur lors d'un coup d'envoi. La figurine qui jouera le coup d'envoi peut également être positionnée dans la partie de terrain du défenseur dans les limites du cercle central.

**Objectif:** Il s'agit de lever les restrictions sur la façon d'effectuer un coup d'envoi.



**Sommario:** L'attaccante non è obbligato a giocare la palla verso la metà campo del difensore quando viene battuto un calcio d'inizio. La miniatura del giocatore che esegue il calcio d'inizio può essere posizionata nella metà campo del difensore, entro i limiti del cerchio di centrocampo.

**Obiettivo:** La modifica ha lo scopo di rimuovere le restrizioni su come eseguire il calcio d'inizio.



**Sumario:** El atacante no está obligado a jugar hacia delante en el saque de centro hacia el campo del defensor. El jugador que saque de centro se puede situar en el campo del defensor dentro de círculo central.

**Objetivo:** Con esto se evitan restricciones en el saque de centro.



**Περίληψη:** Ο επιτιθέμενος δεν είναι υποχρεωμένος να παίξει τη μπάλα μπροστά μέσα στο μισό του αμυνόμενου όταν κάνει σέντρα. Η φιγούρα που θα εκτελέσει τη σέντρα μπορεί να τοποθετηθεί στο μισό του αμυνόμενου μέσα στα όρια του κύκλου της σέντρας.

**Σκοπός:** Η αλλαγή σκοπεύει να άρει περιορισμούς στο πώς εκτελείται η σέντρα.

4.2.2. The attacker *must* place his playing figures first, but not the playing figure taking the flick-off. After the attacker has completed the placing of his playing figures, he may not change their positions again, and the defender is to place his playing figures as required. *Finally, the attacker places the playing figure taking the flick-off, wherever inside the centre-circle.*

When the offence occurs:

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

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

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

#### 14. Attacking playing figure missing a moving ball



**Summary:** It is no free-flick when an attacking playing figure which has missed the ball touches any stationary playing figure while the ball is still moving.

**Objective:** This is to clear up the misunderstanding that this situation is punished with a free-flick against the attacker.



**Résumé:** La situation pendant laquelle une figurine attaquante qui a raté le ballon heurte une figurine adverse immobile alors que le ballon est toujours en mouvement n'est pas sanctionnée d'un coup franc.

**Objectif:** Il s'agit d'éviter les malentendus provoqués par cette situation et parfois sanctionnés par un coup franc en défaveur de l'attaquant.



**Sommario:** Non è calcio di punizione quando una miniatura dell'attaccante che ha mancato la palla tocca una qualsiasi miniatura ferma mentre la palla è ancora in movimento.

**Obiettivo:** La modifica ha lo scopo di chiarire l'equivoco per cui questa situazione va punita con un calcio di punizione contro l'attaccante.



**Sumario:** No es falta cuando el jugador atacante que no ha golpeado el balón toca cualquier otro jugador que se encuentre parado mientras el balón está en movimiento.

**Objetivo:** Esto es para aclarar la apreciación errónea de que esta situación puede ser falta del atacante.



**Περίληψη:** Δεν είναι φάουλ όταν μία επιθετική φιγούρα που απέτυχε να βρει μπάλα αγγίζει οποιαδήποτε σταθερή φιγούρα ενώ η μπάλα κινείται ακόμη.

**Σκοπός:** Η αλλαγή σκοπεύει να ξεκαθαρίσει την παρεξήγηση ότι η συγκεκριμένη φάση τιμωρείται με φάουλ εναντίον του επιτιθέμενου.

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

When the offence occurs:

Referee's expression: "Change – Back!"

Punishment: *The punishment is always "Back", whether the ball is stationary, or it is still moving at the moment of the offence.* If back is claimed by the offended player, the referee shall reposition all affected playing figures ~~and/or the ball~~ to their previous positions. Then the referee gives the signal for the game to continue by stating: "play!". Possession of the ball changes to the defender, whether back is requested or not.