

# ITSF Rules of Table Soccer Standard Matchplay Rules Version 3.0

ITSF · STANDARD MATCHPLAY RULES VERSION 3.0

# Contents


1 Introduction
- 1.1 Scope
- 1.2 Document Structure

2 Match Structure and Terminology

3 The Prelude
- 3.1 Evaluate Conditions
- 3.2 Ball Supply
- 3.3 Initial Flip
- 3.4 Warm-up

4 Kick-off and Serve
- 4.1 Retrieve and Position the Ball
- 4.2 Ready Protocol
- 4.3 Opening Transfer

5 Possession
- 5.1 Possession Time Claim
- 5.2 Precarious Ball

6 Match State

7 Point Scored

8 Breaks in Play
- 8.1 Pauses
- 8.2 Interrupts

9 Time-out

10 Infraction Claim
- 10.1 Interrupt or Continue
- 10.2 Fact Check
- 10.3 Reaching a Resolution
- 10.4 Goal Claim

11 Medical Break

12 Switching Positions

13 Switching Table Sides

14 Practice

15 Delay Of Game

16 Rod Control

17 Rod Interference

18 Spinning

19 Passing
- 19.1 Direct Pass Restrictions

20 Cabinet Movement
- 20.1 Cabinet Movement Infractions
- 20.2 Attacking Play
- 20.3 Table Displacement

21 Illegal Influence

22 Reaching Into the Playing Area

23 Table Care
- 23.1 Routine Maintenance
- 23.2 Table Modification
- 23.3 Table Maintenance
- 23.4 Changing the Match Table

24 Player Conduct
- 24.1 Misconduct
- 24.2 Disturbance
- 24.3 Deception
- 24.4 Coaching

25 Referee Request

26 Refereed Matches
- 26.1 Referee Instructions
- 26.2 Challenges

27 Infraction Resolutions

28 Penalty Shot

29 Definitions
- 29.1 Table Components
- 29.2 Match Periods
- 29.3 Player Actions
- 29.4 Possession
- 29.5 Ball States
- 29.6 Serving the Ball
- 29.7 Playing the Ball

# 1 Introduction

## 1.1 Scope

This document defines the ITSF Standard Matchplay rules of table soccer, or foosball, covering the matchplay rules for both standard singles and standard doubles matches. Matchplay rules for other event types are not described in this document.

These Standard Matchplay Rules define how matches are to be played; they do not cover all aspects of tournament conduct, substance use or the dress code.

## 1.2 Document Structure

Most sections in this document contain a description of the process that players are required to follow, which constitute the prescriptive rules, followed by named rules which describe what players must not do; these are the proscriptive rules.

Proscriptive rules are referred to by a name which appears in bold after the text '**Rule:** '. Each rule specifies resolutions to be applied in the event of an infraction.

Italicised words or phrases are defined terms, which are listed in the Definitions section.

These rules are written primarily for matches played without a referee. Where different provisions apply when a referee is present, they are set out underneath the heading '**Refereed Match'**.

# 2 Match Structure and Terminology

In standard singles and standard doubles a match consists of a preliminary process called the *prelude* followed by one or more games separated by a *pause between games.*

Each game consists of periods of *active play* punctuated by a *pause between points*. *Active play* consists of *active possessions* when the ball is *reachable* by a rod, and periods when the ball is moving between the rods.

*Active play* can be briefly suspended by routine *breaks* called *pauses*, and also by *interrupts* which are exceptional *breaks* in play.

Active *possessions* and *pauses* are *time-limited*, which means their maximum duration is limited by the rules.

# 3 The Prelude

Every match begins with the *prelude*, a process where the teams prepare for matchplay. Players should complete the *prelude* in a timely manner. *Time-outs* are not allowed during the *prelude.* Either team can request a referee during the *prelude*.

The *prelude* ends when the *ready prompt* in the first *serve* is issued, whereupon all matchplay rules are in force.

**Refereed Match**

The referee can issue Conduct Violations during the *prelude*.

## 3.1 Evaluate Conditions

Each team is allowed 60 seconds on each side of the table in order to evaluate the equipment and the playing conditions, and if necessary to submit a table maintenance request. Once *active play* has begun table maintenance can only be called for a sudden alteration to the table. See section: **Table Maintenance**.

During the *prelude*, foreign objects resting on the *cabinet* must be removed.

## 3.2 Ball Supply

During the *prelude*, the teams may agree on the *ball supply*. If they do not agree, the *ball supply* is a single *new ball*.

At the beginning of any *pause between games*, either team may require the existing *ball supply* to be replaced by a *ball supply* consisting of a single *new ball*. The other team must be informed before the replacement is made, but their agreement is not required.

At any other time, the *ball supply* may be changed only with *consent*.

> **Rule: Ball Supply Change**
> A player must not change the ball in play or modify the *ball supply* except as permitted above.
> Resolution: Conduct Violation

## 3.3 Initial Flip

The *initial flip* is typically a coin toss between one player from each team. The winner of the *initial flip* has the choice of either selecting the table side for the first game, or taking the first *kick-off* of the match, with the loser of the *initial flip* receiving the remaining option. Once the winner has made their choice they cannot change their decision. Both teams must then adopt their allocated sides.

## 3.4 Warm-up

The players are then allowed to practice on their respective table sides for up to 90 seconds before the first game. See section: **Practice**.

# 4 Kick-off and Serve

The *kick-off* is a specialised *serve* from the 5-rod.

The first *kick-off* of the match is performed by the team that gained that option from the *initial flip* in the *prelude*. Subsequent *kick-offs* are performed by the team which conceded the previous point.

If the *kick-off* is performed by the wrong team and the mistake is discovered before the next *controlled transition* by the other team, then the ball shall be given to the correct team for the *kick-off*. Once the other team performs a *controlled transition* then no protest shall be allowed and play will continue as if no mistake had been made.

The *serve* is a three step process for putting the ball into play:

- Retrieve and position the ball
- *Ready protocol*
- *Opening transfer*

The *serve* is played from a *playfield* location in accordance with the tables below.

## 4.1 Retrieve and Position the Ball

If the ball is not on the *playfield* then it is retrieved and given to the *serving* player. If the ball is on the *playfield* it can be played to the *serving* rod or placed there by hand.

The *serving* rod is determined as follows:

| **Preceding Event** | **Serving Rod** |
|---|---|
| First ball of match | *Kick-off* rod |
| Point scored, new game | *Kick-off* rod |
| *Dead ball* between the 5-rods | 5-rod of the team that played the last *kick-off* |
| *Dead ball* behind a 5-rod | 2-rod in the nearest *goalie area* |
| *Ball off Table* | 2-rod of the team opposite the one that had the last *controlled possession* |

In the case of a Rod Possession Award following a rule infraction the non-offending team *serves* the ball from a rod determined as follows:

| **Infraction Resolution** | **Serving Rod** |
|---|---|
| Rod Possession Award | 2-rod, 5-rod or 3-rod |
| Continue option | Current rod of *controlled possession* |
| Replay option | Rod of last *controlled possession* |
| Penalty shot | 3-rod |

The ball must be positioned within reach of the *serving figure* in accordance with the following table:

| **Serving Rod** | **Serving Figure** |
|---|---|
| 2-rod | Either *figure* |
| 5-rod | Central *figure* |
| 3-rod | Central *figure* |

## 4.2 Ready Protocol

The *ready protocol* ensures that both teams are ready for *active play*.

The *ready protocol* can begin when all the players are in position at the table, in control of their rods, and the ball is *stopped* at a legal *playfield* location within reach of a legal *serving figure*.

The player *serving* the ball asks the *opposing player* if they are ready for *active play* to begin by issuing the *ready prompt*. The *opposing player* is then expected to issue the *ready response* without *delay*. The *serving* rod must remain stationary until the *ready response* is given.

The *ready prompt* and the *ready response* must be delivered verbally and audibly using a single unambiguous word, such as “Ready?” and “Ready!”.

*Active play* begins when the *ready response* is given.

## 4.3 Opening Transfer

After the *ready response* is given, the player *serving* the ball must perform an *opening transfer* from the *serving figure* before the ball can be legally *transitioned*. The *contact* that completes the *opening transfer* can be the one that also performs the *transition.*

> **Rule: No Opening Transfer**
> The player with the *serve* must not perform a *transition* or play the ball *dead* before completing an *opening transfer* from the *serving figure*.
> Resolution:
>
> - First in *serve*: Replay
> - Subsequent in same *serve:* 5-Rod Possession Award

# 5 Possession

*Possession* relates to which rod, and by extension which player and team, has ownership of the ball at any point in time, including when the ball is due to be *served* from that rod.

During the *serve*, *active possession* begins as soon as the *ready response* is given. During *active play, active possession* begins when the ball enters a *rod area. Active possession* ends when the ball leaves a *rod area* or goes *dead* in the *goalie area*. Each *active possession* is *time-limited* to 12 seconds.

> **Rule: Possession Time**
> A single *active possession* must not exceed 12 seconds.
> Resolution: 5-Rod Possession Award

## 5.1 Possession Time Claim

When a match is not under time control, a player who believes that an opponent’s current *active possession* has clearly exceeded the maximum permitted duration may initiate a *player interrupt* by saying “Stop!”

The *interrupt* must be made while the *active possession* is continuing. The player must state that they are making a possession-time claim, which is then processed using the fact check and resolution process. See section: **Infraction Claim**.

If the players agree that the **Possession Time** rule was violated, the opposing team receives a 5-Rod Possession Award.

If they disagree, the match should then continue under time control, and the team whose *possession* was interrupted receives a Replay.

A player should not *interrupt active play* for a close or uncertain count. A recurring concern about possession time should instead be raised during a *break* in play, with a request for time control.

**Refereed Match**

A timekeeping referee will call “Time!” to declare a **Possession Time** infraction. In a match with a referee who is not timekeeping, any player can request time control during a *break* in play.

## 5.2 Precarious Ball

A ball is *precarious* when it is *stopped* and any part of the ball is directly in front of the goalmouth and behind the *goalkeeper rod*, for example if it is:

- overhanging the *goal line*
- behind the *goalkeeper*
- pinned to the lip of the goalmouth, a goalpost or the crossbar

A player with a *precarious ball* may declare “Precarious ball” to initiate a *player interrupt* at which point *active play* stops; the player does not have to wait for the possession time to expire. If the ball drops into the goal after the declaration the goal does not count; the ball is retrieved and served from the opposing team’s 5-rod.

With both teams observing, the player moves the *goalkeeper* through its range of movement at the position of the ball to determine whether it is *reachable*.

- If the ball is *reachable* by the *goalkeeper*, it is retrieved and *served* from the opposing team’s 5-rod
- If the ball is *unreachable* by the *goalkeeper*, it is a *dead ball* and is retrieved and *served* from that team’s 2-rod

**Refereed Match**

The referee determines whether the ball is *precarious* and supervises the reachability test.

# 6 Match State

Each team must use the *tally markers* provided on the table to accurately record its points scored, *time-outs* taken, and games won. The markers must be updated when each event occurs.

If it is established that a point was legally scored earlier in the current game, but was not marked, the score shall be corrected and the point added, and similarly, if it is established that a *time-out* was not marked earlier in the current game, the marker shall be corrected.

If it is established that a game was not marked earlier in the match, the game marker shall be corrected.

In the event that a match is cancelled, the *initial flip* and score shall be invalidated.

> **Rule: Tally Marker Usage**
> A player must not refuse to use their tally markers to accurately reflect the state of the match.
> Resolution: Conduct Violation

# 7 Point Scored

A goal is scored when the ball completely crosses the *goal line*, regardless of whether it subsequently exits the goal.

If the goal is legally scored then a point is awarded to the appropriate team, who must mark it on the relevant *tally marker*.

An own-goal scored as a result of an infraction by the same team will effectively count, because the non-offending team has the option to continue play from the *current location* of the ball.

If it is established that a point was legally scored earlier in the current game, but was not marked, the score shall be corrected and the point added.

> **Rule: Illegal Point Mark**
> A player must not intentionally mark, or knowingly have marked, a point for a goal that was not legally scored.
> Resolution: Conduct Violation

# 8 Breaks in Play

A *break* is a *pause* or an *interrupt*, during which *active play* is suspended:

- *pause*
  - *between points*
  - *between games*
- *interrupt*
  - ball state *interrupt*
    - *dead ball*
    - *ball off table*
  - *player interrupt*
  - *disruption*

## 8.1 Pauses

A *pause* is a routine *break* in *active play*, either *between points* or *between games,* during which the players may leave the table and converse freely with other people.

Each *pause* is *time-limited*, meaning that it must not exceed a specified maximum duration, according to the following table:

**Table: Time management for *pauses***

| Pause | Pause begins when | Maximum duration |
|---|---|---|
| *Between points* | Goal scored that does not end the game | 5 seconds |
| *Between games* | Goal scored that ends the game | 90 seconds |

Either team is entitled to the full amount of time, but the *pause* can be terminated early by the verbal agreement of both teams. When the *pause* ends the ball must be *served* without *delay*.

## 8.2 Interrupts

An *interrupt* is an exceptional *break* in play; either a *dead ball*, a *ball off table*, a *player interrupt*, or a *disruption*.

While *interrupts* are not *time-limited*, they should be resolved without *delay*, and the ball *served* without *delay*.

### 8.2.1 Dead Ball

A *dead ball* is a *stopped* ball that is not *reachable* by any rod.

The players in control of the relevant rods must demonstrate that the ball is *unreachable* before it can be declared *dead*.

If the only way to *contact* the ball would be by flexing the rod, then the ball is *unreachable* and it must be treated as a *dead ball*.

A player must not intentionally play the ball *dead* when it is fully under their control. However, a ball may be *reachable* without being capable of being brought under control, in which case playing it *dead* is permitted.

A *dead ball* is *served* without *delay* from the specified location:

| Location of Dead ball | Serving rod |
|---|---|
| Between the 5-rods | 5-rod of the team that had the last *kick-off* |
| Behind a 5-rod | 2-rod in the nearest *goalie area* |

> **Rule: Playing the Ball Dead**
> A player must not intentionally play the ball *dead* when it is fully under their control.
>
> Resolution: 5-Rod Possession Award

> **Rule: Illegal Flex**
> A player must not make *contact* with an otherwise *unreachable* ball by flexing a rod.
> Resolution: 5-Rod Possession Award

### 8.2.2 Ball Off Table

If the ball leaves the *playing area* and strikes a foreign object either on the *cabinet* or outside the table, or comes to rest on the top of the *cabinet*, then a *ball off table* is declared.

The team which had the last *controlled possession* is identified and the ball is *served* by the 2-rod of the other team.

If the ball cannot be retrieved within a reasonable time then it should be abandoned and another ball taken from the *ball supply*.

In general, if the ball strikes any part of the original table then *active play* continues uninterrupted, but if the ball strikes a table attachment such as a light, a tablet or a video camera, then *ball off table* is declared and *active play* stops.

The ball is off the table if it leaves the *playing area* and:

- strikes a person or any object outside the table (e.g. the floor, ceiling or wall of the room)
- strikes any attachment that is not an original part of the table
- strikes a foreign object resting on the *cabinet*
- comes to rest on the top of the *cabinet*
- flies beyond the perimeter of the *cabinet*

The ball is not *off table* and *active play* continues uninterrupted if it returns to the *playing area* after:

- striking a goal post or crossbar
- striking any part of a goal assembly
- striking any *tally marker*
- bouncing or rolling on the top of the *cabinet*
- entering a serving hole from the *playing area*
- going airborne directly above the *playing area* or the *cabinet*

> **Rule: Illegal Airborne Catch**
> A player must not catch or otherwise intentionally interact with a ball that is airborne anywhere above the perimeter of the *cabinet*.
> Resolution: Conduct Violation

> **Rule: Illegal Aerial**
> A player must not perform a *controlled transition* that causes the ball to directly overfly an opponent's rod.
> Resolution: 5-Rod Possession Award

### 8.2.3 Player Interrupt

A *player interrupt* is an exceptional *break* in *active play* initiated by one of the players at the table, for example to:

- Make an infraction claim or a goal claim
- Gain *consent* to clean the ball or *playing area*
- Relinquish *possession* of a *precarious ball*
- Tighten a loose handle or fix a loose wrap
- Request a *medical break*
- Request table maintenance
- Request a referee

Where possible players should issue *player interrupts* when they have *controlled possession* of the ball. In exceptional circumstances a player who does not have *controlled possession* of the ball can issue a *player interrupt* by saying "Stop!", at which point *active play* is suspended, and the ball should be *held* by whichever player has or can next gain *controlled possession*.

It is the player's responsibility to ensure that the *player interrupt* is made at a time that minimises the impact on the match. A player who *interrupts* play during a *controlled transition* is in violation of the **Disturbance** rule.

A player who needs to ask a brief question, for example to query the event format or the number of remaining *time-outs* should avoid interrupting *active play* and instead wait for the next natural *break* in play.

### 8.2.4 Disruption

A *disruption* is an exceptional *interrupt* to the match which is not directly caused by anyone at the table, for example:

- A *figure* or other table component breaking
- A lighting failure
- A foreign object or ball appearing near the table or entering the *playing area*
- A mobile phone or other device making a noise at the table
- Interference from a spectator
- The tournament director asking play to stop

If a *disruption* occurs during *active play* the ball should be *held* by whichever player has or can next gain *controlled possession*.

If a *disruption* occurs which consequentially impacts the outcome of a play, then the *disrupted* play shall not stand. After the *disruption* is resolved a Replay is given to the team which last had *controlled possession*.

# 9 Time-out

A *time-out* extends the duration of a *pause* by up to 30 seconds.

Either team can call a *time-out between points, between games* and during the *serve* that follows one of these *pauses*.

Each team has two *time-outs* per game. A *time-out* called *between games* counts towards the total in the following game.

A player calls a *time-out* by using both hands to make a T-shaped gesture above the *playfield*, and simultaneously announcing “Time-out!”.

If the *time-out* is called during a *pause* then the *pause* is extended and the additional time follows any time remaining in the *pause*.

If the *time-out* is called during the *serve* that follows a *pause* then it reopens and extends the preceding *pause*.

The team with the *serve* loses the option to call a *time-out* when they issue the *ready prompt*, and the opposing team loses their option to call a *time-out* when they give the *ready response*.

The permissions and restrictions of the original *pause* continue to apply during the extended *pause*.

**Refereed Match**

If a timekeeping referee is at the table then they will time the *pause between games*, and any *pause* extended or reopened by a *time-out*. The referee will place the timer on the top of the table for the players to view. They will also announce the time remaining at appropriate intervals. At the end of the *pause* the referee will instruct the teams to “Play!” and the player with *possession* must put the ball into play with a *serve*. *Delay* by either team is subject to the **Delay of Game** rule.

# 10 Infraction Claim

An infraction claim is an assertion by a player that the opposing team has broken a rule. During *active play*, the claim is initiated by making a *player interrupt*. Players may call infractions on their own team only after play has already been *interrupted*

**Rule: Self-Infraction Interrupt**
A player must not interrupt *active play* to call an infraction committed by their own team.
Resolution: First Reachable Rod Possession Award

Players are expected to resolve infraction claims quickly and effectively themselves, in an amicable manner.

An infraction claim is processed according to the following steps:

- If active play is ongoing, the player making the claim initiates a *player interrupt*
- The ball is *held* as soon as possible
- The player states which rule they believe was broken
- The *current location* of the ball is noted
- The teams together perform a fact check
- The teams together resolve the infraction claim
- The appropriate resolution is determined and applied
- *Active play* resumes

**Refereed Match**

In a refereed match the players must not make *player interrupts* to make infraction claims. The referee will decide whether a rule infraction has occurred and if so will issue a *referee interrupt*. Under certain circumstances the referee might delay interrupting *active play* until the outcome of a *transition* is clear. The referee's ruling can be based on information obtained from the players, spectators, other referees and from available video recordings.

However, a player can interrupt play to make a referee fact challenge or rule challenge. See sections: **Fact Challenge** and **Rule Challenge.**

## 10.1 Interrupt or Continue

The player making the infraction claim should initiate a *player interrupt* as soon as possible after the alleged infraction occurs, in which case the ball must be *held* as soon as possible; this is the *current location* of the ball.

However, the non-offending team can instead exercise their option to Continue play from the *current location* of the ball in which case *active play* continues without a *player interrupt*.

## 10.2 Fact Check

The player who made the interrupt speaks first and explains what they believe happened. The other players listen and then in turn respond to either agree or disagree. All players should speak honestly regardless of which team they are on.

The fact check concludes either with agreement or disagreement about the facts.

## 10.3 Reaching a Resolution

If the players agree on the facts then the resolutions described in the rule should be followed.

Any advantage obtained by the offending team resulting from or directly following an infraction shall not stand. For any penalty other than a Warning the non-offending team shall also have the option to continue play from the *current location* of the ball.

If the players disagree on the facts then they should seek a compromise which is appropriate to the situation. A typical compromise will be a Replay, i.e. a *serve* from the rod of last *controlled possession.*

If the players cannot reach a resolution or there are repeated disagreements then the match should continue under referee control.

### 10.4 Goal Claim

A player who wishes to claim that a goal was scored should issue a *player interrupt* and initiate the fact check and resolution process similar to that for an infraction.

## 11 Medical Break

A player may request a *medical break* outside *active play*, or during *active play* by initiating a *player interrupt* when the ball is *stopped*. In a medical emergency, play must be stopped immediately.
A *medical break* requires approval. The tournament director determines whether the break is granted and its permitted duration under the applicable tournament regulations. The player must resume play when the approved break ends or withdraw from the match.

**Refereed Match**

The referee will suspend play to have the request assessed and communicate the tournament director's decision and any permitted duration to both teams.

## 12 Switching Positions

In standard doubles the players on a team are allowed to switch their playing positions *between points*, *between games* and before and after a penalty shot. The team with the *kick-off* must assume their respective playing positions before the other team.

Prior to the *ready protocol* both teams are free to switch positions. When the *ready prompt* is issued then the *serving* team is no longer allowed to switch positions, and when the *ready response* is given then the defending team is no longer allowed to switch positions.

It is an infraction to switch positions during *active play*. At other times switching positions is disallowed but not penalised.

Switching positions must be completed without delay.

**Rule: Illegal Position Switch**
The players in a doubles team must not switch positions during *active play*.
Resolution: Conduct Violation

## 13 Switching Table Sides

As soon as possible after the first game played, either team may request to switch table sides. If neither team requests a switch, the teams must remain on the same sides for the rest of the match.

If a switch is requested, the teams must switch sides after every game. They may subsequently agree to stop switching, after which they must remain on the same sides for the rest of the match. All side switches must be completed without *delay*.

**Refereed Match**

Upon completion of the first game played the referee will prompt the teams with the option to switch sides.

# 14 Practice

Practice is defined as repeated *transfers* or *transitions* which are performed with control. Playing the ball into position for a *serve* is not practice.

Players are allowed to practice *between games* on their designated table side for the next game, and during any *break* that has exceeded 10 minutes in duration.

If either team asks for exclusive use of the table to practice, the teams shall share the remaining time equally, with the team that won the preceding game taking the first half of the remaining time, and the team that conceded the preceding game taking the second half of the remaining time.

> **Rule: Illegal Practice**
> A player must not practice *between points* or during an *interrupt* that has not yet exceeded 10 minutes in duration.
> Resolution: Conduct Violation

# 15 Delay Of Game

Players must not cause *delay* to the match. Play should be continuous except for the *pauses* and *interrupts* allowed for by the rules. *Interrupts* should be resolved without *delay*.

**Refereed Match**

If the referee announces “Play!”, the player with *possession* must *serve* the ball without *delay*. Any player causing *delay* during the *serve* is in breach of the **Delay of Game** rule**.**

> **Rule: Delay of Game**
> Players must not cause delay to the match.
> Resolution:
>
> - First in match: Warning
> - Second in match: Forced Time-out
> - Subsequent in match: Penalty Shot

# 16 Rod Control

In doubles one player on each team controls the *goalkeeper rod* and the 2-rod and the other player controls the 5-rod and the 3-rod. In standard singles each player controls all four of their rods.

A rod is considered to be *under control* when a player is holding that rod’s handle using any part of their arm from the elbow down to the fingers. They can release their handles, e.g. to wipe their hands, to change holds, or to move between rods, but must do so in accordance with the rules.

**Rule: Illegal Rod Control**

During *active play* a player must not:

- Control a rod using any part of their body beyond the elbow
- In standard doubles, control a rod not designated for their position

Exception: A brief contact of the handle with another part of the body is allowed

Resolution: Conduct Violation

# 17 Rod Interference

Rod interference occurs when a player's body or clothing touches an opposing team's rod outside the *playing area*, during *active play*.

**Rule: Rod Interference**
During *active play*, a player must not interfere with an opposing team's rod. A contact which is inadvertent and harmless is not an infraction.
Resolution:

- First Reachable Rod Possession Award
- If the contact was intentional: Conduct Violation

# 18 Spinning

**Rule: Free Spinning**

During *active play* a player must not accelerate the rotation of a spinning rod that is not *under control*, or allow the continued rotation of a spinning rod that is not *under control.*

Resolution: Conduct Violation

**Rule: Pre-Contact Spin**

A player must not *transition* the ball by rotating the rod such that it enters the *strike zone* more than once before striking the ball.
Resolution: 5-Rod Possession Award

# 19 Passing

A *pass* is a *controlled transition* between two rods on the same team which are separated by at least one rod on the opposing team. The *pass* is successfully completed only if and when the receiving rod gains *controlled possession* of the ball or performs a *controlled transition*.

A *direct pass* is a *pass* from the 5-rod to the 3-rod or from either *goalie rod* to the 5-rod, where there is no *contact* with the opposing team's intervening rod, and where the ball does not become reachable by an opposing rod forward of the receiving rod.

There are some restrictions on when it is legal to *direct pass* the ball, however, it is legal to *direct pass* the ball after a *transfer* if the ball is *moving*.

There are no restrictions on passes:

- Where there is *contact* on an intervening rod of the opposing team
- Where the ball *transitions* beyond the receiving rod but is then subsequently caught on that rod
- From a *goalie rod* to the 3-rod
- Where the *transition* is backwards

## 19.1 Direct Pass Restrictions

In the following rules the described restriction is removed by performing a *transfer* or by playing the ball off the back wall.

**Rule: Stopped Ball Pass**

A player must not perform a *direct pass* on a ball which has stopped *moving* if there is any feint or hesitation before the *transition*.
Resolution: 5-Rod Possession Award

**Rule: Pinned Ball Pass**

A player must not perform a *direct pass* on the ball after it has been *pinned*. The *pass* is legal if an attempt to *pin* the ball results in an inadvertent *transition*.

Resolution: 5-Rod Possession Award

**Rule: Double Contact Pass**

After the initial contact of the *active possession*, if there is a *contact* with any part of a figure other than the side, then a player must not subsequently perform a *direct pass* with the same figure.

Resolution: 5-Rod Possession Award

**Rule: Adjustment Pass**

A player must not perform a *direct pass* on a ball that has been moved laterally in one direction and then in the opposite direction as part of a single continuous *contact* with the front or back of a *figure*.

Resolution: 5-Rod Possession Award

### 19.1.1 Wing Bounce Passing

A *wing bounce* occurs when the ball is bounced off a *side wall* with the wing *figure* closest to that wall followed by a further *contact* with the same wing *figure*.

Players are not allowed to perform a *direct pass* with the wing *figure* after three or more consecutive *wing bounces*. The restriction is cleared by any *transfer*, by playing the ball off the opposite *side wall*, and in the goalie area by playing the ball off the back wall.

*Wing bounces* are not counted until after the *opening transfer* is complete, and during *active play wing bounces* are not counted until *controlled possession* is achieved.

**Rule: Overbounced Wing Pass**

A player must not perform a *direct pass* with the wing *figure* after playing three or more consecutive *wing bounces*.

Resolution: 5-Rod Possession Award

# 20 Cabinet Movement

Cabinet Movement is motion of the top of the cabinet resulting from a player's action during *active play*.

Cabinet movement is classified into three levels. Each level begins at the threshold described below and extends up to the next level. Level 3 includes all stronger cabinet movement.

| Classification | Starting threshold |
|---|---|
| Level 1 | A vibration of the cabinet which can be felt but is not visible |
| Level 2 | A vibration of the cabinet which can be both felt and seen |
| Level 3 | A strong shake or movement of the cabinet which can be both felt and seen |

## 20.1 Cabinet Movement Infractions

**Rule: Cabinet Movement During Borderline Possession**

A player must not cause any level of cabinet movement if the ball is overhanging the *goal line*, or is just out of reach of any rod and is *stopped* or *moving* slowly.

Resolution: 5-Rod Possession Award

**Rule: Level 2 Cabinet Movement During Controlled Possession**

A player must not cause Level 2 cabinet movement while the opposing team has *controlled possession* of the ball.

Resolution: Replay

**Refereed Match**

Resolution: Reset Award or Replay

**Rule: Level 3 Cabinet Movement During Controlled Possession**

A player must not cause a Level 3 cabinet movement while the opposing team has *controlled possession* of the ball.

Resolution:

- First in match: Warning, Replay
- Subsequent in match: 3-Rod Possession Award

**Rule: Level 3 Cabinet Movement During Attacking Play**

A player must not cause a Level 3 cabinet movement during the opposing team's *attacking play* if that play ends with a *contact* but not a *controlled possession* on a rod belonging to the attacking team.

Resolution: Contact Rod Possession Award

## 20.2 Attacking Play

An *attacking play* begins with a *transition* from a rod that has a *controlled possession*, and includes any subsequent contacts with a *side wall*, back wall or goalpost. An *attacking play* ends when:

- The ball makes *contact* with a figure or rod on either team
- The attacking team achieves *controlled possession* of the ball
- The ball hits a goal crossbar
- *Active play* ends (i.e. goal scored, dead ball, ball off table, interrupt to play)

## 20.3 Table Displacement

If necessary, the table may be repositioned with *consent* during a suitable *break*. During *active play* it is illegal to lift or slide the table.

**Rule: Table Displacement**
During *active play*, a player must not cause the feet of the table to lift, slide or otherwise move from their position.
Resolution:

- First in match: Warning and First Reachable Rod Possession Award.
- Second in match: 5-Rod Possession Award or First Reachable Rod Possession Award.
- Subsequent in match: Penalty Shot.

# 21 Illegal Influence

It is illegal to influence the motion of the ball during *active play* by any means other than direct *contact* with a *figure*, for example by:

- Creating an air draft, e.g. by blowing on the ball or spinning a nearby rod
- Touching the ball by reaching into the *playing area*
- Introducing a foreign object into the *playing area*

However, a ball that is *stopped* and in contact with the vertical part of the *side wall* is a *trapped ball*. It is legal to bump the rod of *possession* against the opposite *side wall* in order to free a *trapped ball*.

> **Rule: Illegal Influence**
> It is illegal to influence the motion of the ball during *active play* by any means other than direct *contact* with a *figure*. If the action prevents the ball from entering the offending team's goal, the opposing team is awarded a point.
> Exception: It is legal to bump the rod of *possession* against the opposite *side wall* in order to free a *trapped ball*.
> Resolution:
>
> - Next Rod Possession Award, possible Point Award
> - Conduct Violation

# 22 Reaching Into the Playing Area

If during *active play*, a player wishes to reach into the playing area, they must issue a *player interrupt* and gain *consent*. Outside *active play*, a player may reach into the *playing area* without *consent* provided that they do not touch the ball.

A player may touch a ball in the *playing area* with *consent*, and when allowed by the rules to retrieve or position it.

> **Rule: Reaching In**
> During *active play*, a player must not reach into the playing area without *consent*.
> Resolution: Conduct Violation

# 23 Table Care

## 23.1 Routine Maintenance

The following activities are considered to be routine maintenance:

- Clearing debris from the playfield
- Lubricating the rods
- Tightening a loose handle or fixing a loose grip

Routine maintenance is always permitted outside *active play* without the need for *consent*, and provided that it does not cause *delay*.

Players are allowed to briefly wipe or remove debris from the *playfield* provided that no substance is used in the process.

Players may lubricate their own team's rods, but must follow the approved lubrication instructions for the table model and comply with the **Contamination** rule.

The tournament director may require the use of specific lubricant products, and may mandate specific requirements and restrictions for their use.

## 23.2 Table Modification

Where the table is designed to easily change handles, players are allowed to replace their handles. This can be done during any *pause* provided that it is completed within the time limits.

It is illegal to modify the playing characteristics of the table, or to contaminate any part of the table with a foreign substance.

It is legal to correct a defect to a table component provided this is done prior to the *initial flip* with the knowledge of the other team, or subsequently with *consent*.

Players are permitted to use a substance to improve handle grip provided that it does not get into the *playing area* or onto the rods or the ball. Before changing table sides, a player must remove any substance or material they have applied to the handles.

> **Rule: Illegal Modification**
> A player must not modify the playing characteristics of the table or the ball, or use any device or object to restrict the movement of a rod.
> Resolution: Conduct Violation

> **Rule: Contamination**
> A player must not cause the ball or the *playfield* to become contaminated by any substance.
> Resolution: Conduct Violation

## 23.3 Table Maintenance

If there is a sudden alteration to a table component, fixture, or attachment such as table lighting, then the appropriate table maintenance should be performed. If the problem cannot be resolved by the players, a table maintenance request should be made at the tournament desk.

After the problem is resolved, the ball shall be *served* by the player with *possession*. However, if the sudden alteration was a *disruption* which materially impacted the outcome of a play, then the *disrupted* play shall not stand, and the ball shall be given to the rod which last had *controlled possession* for a Replay.

The table may be levelled during the *prelude*. Once *active play* has started a player may only request to level the table during a *pause*.

Either team may request that the table be levelled, but if the teams disagree about whether levelling is necessary, they should request a referee to resolve the situation. If levelling is required, the players may either agree to do it themselves or request table maintenance.

## 23.4 Changing the Match Table

In the event that a match is moved to another table for operational reasons, the current match state shall be carried over to the new table, i.e. the score, time-out counts and any current sanctions are carried over. However, the *initial flip* shall be redone, with the winning team having the choice of table sides as if for the first game.

# 24 Player Conduct

## 24.1 Misconduct

Players are expected to behave in a sporting manner throughout the match.

**Rule: Misconduct**

A player must not behave in an unsporting manner, including but not limited to the following:

- Cheating or attempting to cheat
- Willfully or flagrantly breaking a rule
- Committing frequent infractions
- Performing matchplay actions which are obviously excessive in degree or frequency
- Intentionally deviating from the official event format
- Abusing the table or table component
- Using a device during *active play*
- Cursing
- Arguing with a referee or other match official
- Making direct or indirect insults about a player or official
- Threatening or being aggressive towards any person

Resolution: Conduct Violation

## 24.2 Disturbance

A *disturbance* is an unnecessary or excessive player action performed outside the *playing area* during *active play*. A *disturbance* is always illegal regardless of the location of the ball or whether matchplay was affected.

Examples of disturbances include:

- Waving an arm above the table
- Talking loudly or continually
- Making loud sounds or noises
- Talking or making sounds without having controlled possession of the ball
- Unnecessarily repetitive switching between handles
- A player wearing a necklace or similar item which shakes during play

**Rule: Disturbance**

A player must not cause a *disturbance* during *active play*, that is, an unnecessary or excessive action performed outside the *playing area*.
Resolution: First Reachable Rod Possession Award, Conduct Violation

## 24.3 Deception

A *deception* is a legal attempt by a player to cause the opposing team to commit to an unfavourable action.

Examples of *deceptions* include:

- Twitching or otherwise moving a rod as a fake
- A player raising or lowering their head or shoulder
- A player looking away

Any player action which would be illegal in some context cannot be used as a *deception*. A legal *deception* can breach the **Disturbance** rule if it is deployed excessively in either frequency or degree.

## 24.4 Coaching

Coaching is defined as occurring when a person who is not a player at the table gives a player in the match information or guidance that could be used to their team's benefit during the match.

Coaching is allowed during the *prelude*, *between points*, *between games*, and during a *medical break*. Coaching should be private and discreet.

The exchange of information between doubles partners is not coaching, and is allowed at any time, even during *active play* if they have *controlled possession* of the ball.

> **Rule: Illegal Coaching**
>
> A player must not solicit coaching or engage with any attempt to coach during *active play*, or during any *interrupt* other than a *medical break*.
>
> Resolution: Conduct Violation

# 25 Referee Request

In an unrefereed match a player may request a referee during a *player interrupt* or other *break* in play.

A referee can be requested in order to:

- Provide a rule interpretation
- Settle a disagreement that the players are unable to resolve
- Continue the match with a referee

# 26 Refereed Matches

The referee's authority begins when they arrive at the table, and must be respected at all times during the match.

It is illegal for a player to question a referee's judgement; this is treated as a Conduct Violation.

Players should be aware of their rights and responsibilities when a match is under referee control.

If a referee is officiating then players are not allowed to interrupt active play to call or discuss infractions. Only the referee can *interrupt* play to declare an infraction. However, a player can make a formal challenge, as set out below.

In response to a rule infraction that affects active play the referee can always award the non-offending team with a Replay.

Under certain circumstances the referee might delay interrupting play until the outcome of a *transition* is clear.

A referee's ruling can be based on information obtained from the players, from spectators, from other referees and from any available video recordings.

Players are reminded that human error is part of the game.

## 26.1 Referee Instructions

A referee's instructions must be obeyed during a match.

Players must be familiar with the following announcements which a referee can make during *active play*:

| Referee call | Reason | Player action |
|---|---|---|
| "Stop!" | Referee interrupt | The ball must be *stopped* and *held* |
| "Time!" | **Possession Time** infraction | The ball must be *stopped* and *held* |
| "Reset" | Minor infraction | *Active play* continues |

Players must be familiar with the following announcements which a referee can make during a *break* in play:

| Referee call | Reason | Player action |
|---|---|---|
| "Time!" | The maximum time allowed for the *pause* has expired | Prepare to play |
| "Play!" | Play must now begin | *Serve* |

## 26.2 Challenges

A player can challenge a referee decision if they believe that a factual error has been made or an incorrect resolution applied.
Any challenge must be made before *active play* continues, or if the match has ended, before the referee has left the table.

### 26.2.1 Fact Challenge

A player can request a fact challenge if they disagree with the referee about what actually happened on the table, for example whether:

- the ball entered the goal
- the ball touched a playing figure
- the ball was overbounced on the 5-rod

A fact challenge may be resolved using the observations of another referee or, if necessary and available, video evidence. Following the review, the challenge is determined to be either successful or unsuccessful.

A team that makes two unsuccessful Fact Challenges in a game is not permitted any further Fact Challenges in that game.

### 26.2.2 Rule Challenge

If the facts are agreed but a player believes that the referee has incorrectly applied a resolution, then the player can request a Rule Challenge.

The player must state precisely what ruling is being challenged. The referee can either agree with the player and accept the challenge, or obtain a decision from the head referee or the most competent available referee appointed through the tournament office.

A team that makes two unsuccessful Rule Challenges in a match is not permitted any further Rule Challenges in that match.

# 27 Infraction Resolutions

The proscriptive rules specify resolutions to be applied in the event of an infraction.

A team entitled to a possession award may instead choose to Continue from the *current location* of the ball.

**Continue**

Play continues from the *current location* of the ball.

The Continue option may be exercised explicitly when an infraction claim is being processed or implicitly if the non-offending team continues *active play*, in which case they lose the right to declare the infraction after performing a *controlled transition* following their next *controlled possession*.

**Contact Rod Possession Award**

During or immediately following the infraction, if the ball makes *contact* with a *figure* or rod of the non-offending team, then the ball is awarded to the non-offending team on the rod where the *contact* occurred.

**First Reachable Rod Possession Award**

During or immediately following the infraction, the ball is awarded to the first rod of the non-offending team from which the ball becomes reachable. If the ball does not leave the offending team's rod area then play resumes from that rod area.

**Next Rod Possession Award**

The ball is awarded to the non-offending team on their next rod in the ball's direction of travel at the time of the infraction. The option to Continue from the *current location* of the ball is also available to the non-offending team.

**Replay**

A *serve* from the rod of last *controlled possession*.

**2-Rod Possession Award**

The ball is awarded to the non-offending team for a *serve* from the 2-rod. The option to Continue from the *current location* of the ball is also available to the non-offending team.

**5-Rod Possession Award**

The ball is awarded to the non-offending team for a *serve* from the 5-rod. The option to Continue from the *current location* of the ball is also available to the non-offending team.

**3-Rod Possession Award**

The ball is awarded to the non-offending team for a *serve* from the 3-rod. The option to Continue from the *current location* of the ball is also available to the non-offending team.

### Reset Award

**Refereed Match**

If the referee announces "Reset!" then the *active possession* clock and the *wing bounce* count are reset.

### Point Award

The non-offending team is awarded a point. The offending team then has the *kick-off*.

### Warning

A warning indicates that a subsequent infraction of a similar nature will carry a more severe penalty.

### Forced Time-out

**Refereed Match**

The offending team is required to take a *time-out* in order to process the reason for their *delay*. However, if the *delay* occurred when the offending team would not legally have been permitted to call a time-out, or if they have no time-outs remaining, then the offending team has committed a Conduct Violation.

### Penalty Shot

The ball is awarded to the 3-rod of the non-offending team for a single attempt to score a goal against the offending team. See section: **Penalty Shot**.

### Forfeit Game

The offending team forfeit the game.

### Forfeit Match

The offending team forfeit the match.

### Conduct Violation

A player may inform the offending player that their conduct is prohibited and ask them to stop. If necessary, the player may request a referee to resolve the matter. See section: **Referee Request**.

**Refereed Match**

If the referee believes that a player has committed a Conduct Violation then they may apply a penalty card. Depending on the nature of the infraction, the referee may issue one or more verbal warnings prior to deploying a Penalty Card.

A referee who is called to the table to resolve a dispute may issue a Conduct Violation for conduct that occurred before their arrival if the relevant facts can be established.

| Card | Sanction |
|---|---|
| Yellow | Penalty Shot |
| First Red | Forfeit Game |
| Second Red | Forfeit Match |

Players must not question or challenge a referee who deploys a penalty card.

# 28 Penalty Shot

For a penalty shot the ball is awarded to the 3-rod of the non-offending team for a single attempt to score a goal against the offending team.

In standard doubles, the offending team chooses one of their players to defend the penalty, and then the non-offending team chooses one of their players to take the penalty. The other two players leave the table.

The ball is put into play with a 3-rod *serve* by the penalty taker and the penalty is taken. During the penalty shot all matchplay rules are in force.

If the penalty taker's *transition* results in a legally scored goal, then the penalty shot is completed successfully and the point is marked by the penalty taker.

The Penalty Shot is completed unsuccessfully if any of the following occur:

- The penalty taker commits a rule infraction for which the sanction is a Rod Possession Award
- The *transition* goes backwards
- The ball goes *dead*
- After the penalty taker's *transition*
  - the ball enters and then leaves the defender's *goalie area*
  - the ball stops *moving*
  - the ball goes *off table*

After the penalty shot is complete the players return to the table and play continues as follows:

- Either team may switch their playing positions
- If the goal was legally scored then the offending team has the next *kick-off*
- If the goal was not scored then the ball is *served* from the infraction location, or if no infraction location can be identified, a 5-Rod Possession Award is given

> **Rule: Penalty Shot Limit**
> A team must not be charged with three penalty shots in a single game.
> Resolution: Forfeit Game

# 29 Definitions

## 29.1 Table Components

***2-rod area:*** The area where the ball is *reachable* by the 2-rod.

***3-rod area:*** The area where the ball is *reachable* by the 3-rod.

***5-rod area:*** The area where the ball is *reachable* by the 5-rod.

***Ball supply***: The specific ball or set of balls that will be used during the match.

***Cabinet***: Any part of the frame of the table which is external to the *playing area*.

***Figure***: A playing figure on any of the rods, used to control the ball during play.

***Goal line***: The edge of the *playfield* in the goalmouth.

***Goalie area:*** The area combining the *goalkeeper area*, the *2-rod area*, and the space between them.

***Goalie rod***: Either the *goalkeeper rod* or the adjacent 2-rod.

***Goalkeeper***: The *figure* on the *goalkeeper rod* which covers the goalmouth.

***Goalkeeper area:*** The area where the ball is *reachable* by the *goalkeeper rod*.

***Goalkeeper rod***: The rod closest to the goal.

***New ball***: An unused ball of the approved type obtained from the tournament venue.

***Playfield***: The internal surface of the table on which the ball is played.

***Playing area***: Any part of the internal volume of the table from the *playfield* up to the height of the side of the *cabinet*, excluding any *tally markers*.

***Rod area:*** A *3-rod area,* a *5-rod area*, or a *goalie area*.

***Side wall***: One of the two internal vertical surfaces that bound the sides of the *playing area*, including any side strip that runs along each side of the wall.

***Strike zone***: the zone that includes all rotation angles of a rod between a back-pin position and a front-pin position.

***Tally marker***: A table fixture that records the number of points scored, games won or *time-outs* taken by a team.

## 29.2 Match Periods

***Active play***: A period of live play when the ball is *reachable* or *moving* either between the rods or above the *playfield*.

***Between games*:** A *pause* that begins when a point is scored that ends the game.

***Between points*:** A *pause* that begins when a point is scored that doesn't end the game.

***Break***: A period in the match during which *active play* is suspended, either a *pause* or an *interrupt*.

***Disruption***: An exceptional *interrupt* to matchplay which is not directly caused by a player at the table.

***Interrupt*:** An exceptional *break* in *active play:* a *dead ball*, *ball off table*, a *player interrupt* or a *disruption*.

***Medical break*:** An *interrupt* that allows a player to recover from a transient medical issue or injury.

***Pause*:** A *time-limited break*, either *between points* or *between games.*

***Player interrupt*:** An exceptional *break* in *active play* initiated by one of the players.

***Prelude:*** The opening stage of a match in which the teams evaluate the playing conditions, agree the *ball supply*, perform the *initial flip* to allocate the first *kick-off* and choice of sides, and practise before the first game.

***Referee interrupt*:** An exceptional *break* in *active play* initiated by the referee.

***Time-limited*:** A period in a match that must not exceed a specified maximum duration, i.e. *active possession*, *between points, between games.*

## 29.3 Player Actions

***Initial flip*:** A procedure that determines which team has the choice of selecting the table side for the first game, or taking the first *kick-off* of the match.

***Disturbance***: An unnecessary or excessive player action performed outside the *playing area* during *active play*.

***Deception***: An attempt by a player to cause the opposing team to commit to an unfavourable action.

***Delay***: Stalling or performing unnecessary activities during a *break* in *active play*.

***Consent***: In an unrefereed match, consent is given by the agreement of the other team. In a refereed match, consent is given by the referee. During *active play* gaining *consent* requires a *player interrupt*.

***Under control:*** A rod is *under control* when the player is holding that rod's handle using any part of their arm from the elbow down to the fingers.

***Time-out*:** An extension to the *pause between points* or *between games* of up to 30 seconds, or a reopening of that *pause* if called during the *serve*.

## 29.4 Possession

***Active possession***: A period of *active play* during which the ball is not *dead* within a *rod area*.

***Controlled possession****:* An *active possession* during which a *stopped* or *moving* ball is retained on a rod, regardless of *contact* with a *figure*.

***Opposing player:*** The player who controls the rod that directly opposes the current rod of *possession.*

***Possession*:** The rod, and by extension the player and the team, which has ownership of the ball at any point in time, including when the ball is due to be *served* from that rod.

***Reachable*:** A ball is *reachable* from a rod if the foot of any *figure* on that rod can *contact* it without flexing the rod.

***Unreachable*:** A ball that is not *reachable* by any rod.

## 29.5 Ball States

***Current location*:** The current location of the ball, either under *possession* by a specific rod, *dead*, *off table*, or in a goal.

***Ball off table*:** A ball that leaves the *playing area* and strikes a foreign object either on the *cabinet* or outside the table, or which comes to rest on the top of the *cabinet*.

***Dead ball*:** A *stopped* ball in the *playing area* that is not *reachable* by any rod.

***Held ball***: A ball which is *stopped* under *controlled possession* as soon as possible in order to process an *interrupt.*

***Moving ball*:** A ball in a state of motion, whether through linear movement or rotation.

***Pinned ball*:** A *stopped* or *moving* ball that is pressed to the *playfield* by a *figure*.

***Precarious ball*:** A *stopped* ball any part of which is behind the *goalkeeper rod* and directly in front of the goalmouth.

***Stopped ball:*** A ball which is not *moving* and has not been immediately *transitioned*.

***Trapped ball****:* A *reachable ball* that is *stopped* and in contact with the vertical part of the *side wall*.

## 29.6 Serving the Ball

***Kick-off*:** A *serve* at the central 5-rod *figure* by the team which conceded the previous goal, or if there is no score by the team which gained the *kick-off* from the *initial flip*.

***Opening transfer:*** During the *serve*, a *transfer* from the *serving figure* to any other *figure* on the same rod.

***Ready prompt:*** The first part of the *ready protocol* where the player *serving* the ball asks the *opposing player* if they are ready for *active play* to begin.

***Ready protocol*:** Part of the process for *serving* the ball; the *ready prompt* and the *ready response*.

***Ready response:*** The second part of the *ready protocol* where the *opposing player* states that they are ready for *active play* to begin.

***Serve*:** The process for putting the ball into play from a specific rod.

***Serving figure***: During a *serve*, the *figure* at which the first *contact* of the *opening transfer* is made.

## 29.7 Playing the Ball

***Attacking play:*** An *attacking play* begins with a *transition* from a rod that has a *controlled possession*, and includes any subsequent contacts with a *side wall*, back wall or goalpost, and ends when the ball makes *contact* with a figure or rod on either team, or the attacking team achieves *controlled possession* of the ball, or the ball hits a goal crossbar, or *active play* ends.

***Contact*:** When the ball touches a *figure* on a rod, or any part of a rod that is internal to the *playing area.*

***Controlled transition****:* A *transition* performed by a controlled rotation of the rod, or any *transition* which follows a *controlled possession*.

***Direct pass***: A *pass* from the 5-rod to the 3-rod or from either *goalie rod* to the 5-rod, where there is no *contact* with the opposing team's intervening rod, and where the ball does not become *reachable* by an opposing rod forward of the receiving rod.

***Move*****:** A *contact* that causes a *stopped ball* to move, or a *moving ball* to change speed or direction.

***Pass*****:** A *controlled transition* from one rod to another rod on the same team, where the passing and receiving rods are separated by at least one rod on the opposing team; the *pass* is completed if the receiving rod either achieves *controlled possession* or performs a *controlled transition*.

***Transfer*****:** A *move* followed by a *contact* on another *figure* in the same *rod area*.

***Transition*****:** A *move* that causes the ball to become *unreachable* by the rod of *active possession* and *reachable* by another rod.

***Wing bounce*****:** Bouncing the ball with a wing figure off the closest *side wall* followed by a further *contact* with the same wing *figure*.