



Subbuteo International  
FISA  
Handbook  
For Players  
2019-2020  
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Subbuteo International  
Federation of International Subbuteo (FISA)  
Formulated & Approved  
By FISA Education Dept  
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## **Federation of International Subbuteo Associations (FISA)**

### **Coded Terminology**

- 1. Base:** The bottom part of a playing figure. The base of a playing figure allows it to slide or move forward on the playing surface.
- 2. Body:** In these rules, any reference to the body of a player shall mean the physical body of that player including his clothing.
- 3. Field playing figure:** All playing figures of a player excluding the Handle/Arms-Goalkeeper.
- 4. Figure:** The figure is the upper part of a playing figure that is firmly fixed to the playing figure's base and shall represent a human body.
- 5. Goalkeeper Handle/Arms:** The goalkeeper consists of a specific figure, and a base, firmly fixed to the end of a rod equipped with a handle, and used for goalkeeping by the player.
- 6. Match:** In a match of subbuteo, two, four players or teams of 11 players (CC) face each other by following the Subbuteo International (FISA) rules and regulations. At the end of an individual match between CC players, the player/team who has scored more goals than his opponent wins the match. At the end of a match between two teams, the achieved points and if necessary the accumulated goal difference determine the final result.
- 7. Passing a line:** The ball or the playing figure has completely passed a line when the referee is able to see green between the ball or the playing figure and the line when viewed from directly above. (see also Subbuteo's VAR)
- 8. Player:** The physical person who plays an individual match of subbuteo .
- 9. Playing area:** The area of the playing surface inside the goal- and touchlines.
- 10. Playing ground:** The playing ground consists of subbuteo official playing ground with a playing surface and two goals properly fixed, and is surrounded by a fence or other subbuteo barrier.
- 11. Playing figure:** Playing figures are used for flicking by the player and consist of a figure and a base. There are two types of playing figures: field playing figures and Base/Legs Goalkeepers.
- 12. Playing surface:** An official subbuteo only field with the defined printed lines to play subbuteo.
- 13. Referee:** The appropriate qualified and licenced physical person appointed to enforce the rules of the game and arbitrate the disagreements between the players during an individual match. Federation of International Subbuteo Associations (FISA) Rules
- 14. Base/Legs Goalkeeper:** A playing figure additional to the field playing figures, that may on occasion replace the goalkeeper.
- 15. Team:** A team consists of eleven players playing eleven individual matches against the same number of players of another team on the same number of playing grounds.
- 16. Type:** A subbuteo only defined and distinct model of ball, playing figure or goalkeeper. New types of balls, playing figures and goalkeepers must be authorized by the subbuteo's technical support team for use in a match.
- 17. Rules of Construction** In case of any conflict between the FISA's , Education & Technical Support Team and any section of these rules, the provisions of the FISA's Technical Support Team shall prevail. If any provision of these rules or its applicability to any person or circumstance is held invalid, the invalidity shall not affect other provisions or application of these rules which can be given effect without the invalid provision or application, and to this end the provisions of these rules shall be severable. The rights and obligations herein contained shall insure to the benefit of, and be binding upon, FISA, member national associations, registered players and registered individuals, teams and clubs and their respective executors, administrators, successors and assigns. Any forbearance of FISA, member national associations, registered players or registered clubs to exercise any right or remedy to which he is entitled to herein shall not be construed as a waiver of, or preclude the exercise of, any right or remedy. As used herein, words in the masculine gender shall mean and include corresponding neuter words or words in the feminine gender and vice-versa, words in the singular shall mean and include the plural and vice-versa, and the word "may" gives sole discretion without any obligation to take any action. Any case not provided for herein shall be in first instance resolved by the match referee or the competition organization committee. It shall later be referred to the FISA Board of Directors, which shall issue a final, binding and conclusive ruling on the case. Federation of International Subbuteo Associations (FISA) Rules

## **Rule 1: Manipulation of the playing figures**

### **1.1. Flicking**

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

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

When the offence occurs:

Punishment:

a. The offending player is the attacker, foul/ free kick/Free-flick / from where the attacker has flicked incorrectly.

the player shall reposition the incorrectly flicked playing figure to its previous position. Then, the referee shall give the signal for the game to continue

b. The offending player is the defender,

the player shall reposition the incorrectly flicked playing figure to its previous position. Then, the referee shall give the signal for the game to continue

Remark:

Simply touching the rear (not the side) of the index finger with the thumb while flicking, is not considered to gain support, so it is not forbidden.

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

Remark:

\*Handicapped people with no adequate index or middle finger may use any other finger to flick.

### **1.2. Illegal flicking**

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

Player flicks the side of the base

Player flicks the top of the base

Finger is in the air

Player does not flick with nail

Player flicks the figure

Player uses thumb

as a leverage Federation of International Subbuteo Associations (FISA) Rules .

When the offence occurs:

Punishment:

a. The offending player is the attacker

(1) Free-flick from where the attacker has flicked illegally.

(2) Back if the flick was a positional one.

the player shall reposition the illegally flicked playing figure to its previous position. Then, the referee shall give the signal for the game to continue

Punishment:

b. The offending player is the defender Back.

the player shall reposition the illegally flicked playing figure to its previous position. Then, the referee shall give the signal for the game to continue

### **1.3. Position of the player**

1.3.1. While flicking with one hand the players may not touch at all the playing ground's barrier or touch the playing surface outside the playing area with the other hand in order to keep balance.

Neither player may:

- a. Put his other hand on or above the playing area while flicking, even if the flicking hand is outside the playing area. Whenever a player changes the hand he uses to play, there must be at least an instant when clearly none of his two hands is on or above the playing area;
- b. or b. Lean on or push the playing ground so as to destabilize it.  
When the offence occurs:  
Punishment:
  - a. Free-flick from where the ball is positioned at the moment of the offence.

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

#### **1.4. Polishing of playing figures**

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

1.4.2. Provided that the game is not interrupted or delayed, the playing figures may be polished also during the game in situations like goal-flick, flick-off, flick-in, free-flick, corner-flick, penalty-flick or if a playing figure has fallen off the playing ground.

To polish figures during the game on the defined occasions, it is recommended to attach the polish cloth to the player's belt

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

#### **1.5. Number of playing figures**

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

When the offence occurs:

Punishment:

- a. Free-flick from the ball's spot
- b. If a player uses more than 10 field playing figures the referee shall immediately interrupt the game in order to reduce the number of the offending player's field playing figures. Then, the referee shall give the signal for the game to continue

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

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

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

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

Remark:

If a playing figure stops so close to the barrier that it is impossible for its owner to put his finger between the barrier and the playing figure, the same rule stands

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

2.1.1.3. The following is what ***should not happen*** and ***never allowed*** from the referee:

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

2.1.1.4 After rebounding off the barriers, a playing figure may interfere with play and touch any playing figure and/or the ball

## **2.2. Raising playing figures**

2.2.1. A playing figure lying down shall be put upright by the player observed by the referee at any time. To put a lying playing figure upright the junction of the lying playing figure's base with the playing surface shall be used as a fixed point when standing up the playing figure.

2.2.2. Entangled playing figures shall be taken apart and placed by the players 1 mm next to each other.

## **2.3. Substitution of playing figures**

2.3.1. Damaged or broken playing figures may not be used and shall be substituted. During playing time maximum 3 playing figures may be substituted as long as the replacement playing figures are equally coloured.

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

Procedure to be followed:

Player's expression: "Substitution!"

Referee's action:

The referee checks if the replacement playing figure fulfills the defined regulations and the player removes the substituted figure from anywhere in the pitch and places the sub from the half line spot. Then, the referee shall give the signal for the game to continue.

2.3.3. The referee shall add lost time (30sec/sub) caused by the substitution of playing figures as extra time at the end of the regarded interval.

2.3.4. A player cannot substitute all his playing figures at half-time. Regardless if the color and type of the playing figures may be the same from the ones used in the first half & if still fulfill the requirements of the Equipment Regulations.

## **2.4. Distance**

2.4.1. On the occasions of a free-flick, corner-flick, or flick-in the offended player (now the attacker) may claim "distance" if any defending playing figure is positioned too close (less than 90mm) to the ball after all the positional flicks have been taken. In this case, only the defending playing figures shall be put at distance.

2.4.2. On the occasion of a penalty-flick or goal-flick, the referee shall of his own initiative place the playing figures at the required distance.

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

Flick-in: 20 mm between defending playing figures and the ball

Free-flick: 90 mm between defending playing figures and the ball

Corner-flick: 90 mm between defending playing figures and the ball

Penalty-flick: All playing figures except the penalty taker and the goalkeeper are to be positioned off the regarded penalty-area and its semi-circle.

Goal-flick: The playing figures are to be positioned at any minimum distance between any defending and attacking playing figure. All playing figures except the goalkeeper and the goal-flick taker are to be positioned outside the penalty-area where the goal-flick is being taken.

## **2.5. Goal Posts-Fences**

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

## **Rule 3: Duration of the game**

### **3.1. Match time**

3.1.1. A match shall consist of two periods of five to up to forty-five minutes each. The half-time interval shall be 3-15 minutes. The referee shall be the sole match timer, keeping track with his own watch.

3.1.2. The players may use their individual time device. Each player's time device shall not interfere with or disturb the match by sound or position. The referee shall give no importance to a player's time device, and has the right to ask the player(s) to remove it if he thinks it could disturb the game.

### **3.2. Added time**

3.2.1. In case of substitution of a playing figure or goalkeeper, a delaying interruption of the match, time wasting by either player or in case of a deliberate infringement (free-flick, back or obstruction) by either player at the expiration of a period of the game (approximately the last 30 seconds), the referee shall add lost time at the end of the affected period.

3.2.2. At the end of normal time, the referee shall announce how long extra time shall last. Thereby, it may occur that the extra time is extended based on occurrences during the extra time.

3.2.3. The referee shall add time at the end of a period to allow a direct free-flick or penalty-flick to be taken.

### **3.3. Extra Time / Penalties**

3.3.1. Individual competition

3.3.1.1. If in knock-out competitions the score of a match is drawn at the end of full-time, two halves of 3-15 minutes each extra time shall be played. The extra time shall start within 3-5 minutes after full-time with a flick-off.

3.3.1.2. If, after extra time, the match is still drawn a penalty shoot-out shall take place immediately.

## **Rule 4: Flick-off**

### **4.1. Definition**

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

4.1.2. If two players meet with identically or similarly coloured or painted bases, a coin shall be tossed by the referee and the player losing the call shall exchange his playing figures. The designated player shall not use excessive amount of time to exchange his playing figures. In case of a substitution in a team competition, the incoming player continues with the same team figures already on the surface.

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

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

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

4.2.2. The ball shall be placed on the center-spot and, at the referee's signal to play, it shall be propelled anywhere in the field by any attacking playing figure.

When the offence occurs:

Punishment:

a. The flick-off shall be retaken.

Examples of taking a flick-off

4.2.3. The playing figure taking the flick-off may not play or attempt to play the ball again until:

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

or

c. A flick-in, free-flick, corner-flick, goal-flick or penalty-flick is awarded to the attacker;  
or

d. A block-flicked playing figure has touched the ball and the attacker requests to play on.

When the offence occurs:

Punishment:

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

4.2.4. After scoring a goal the game shall be continued with a flick-off taken by the player conceding the goal. A reasonable time shall be given to the players to position the playing figures for flick-off by the referee.

When the offence occurs:

Punishment:

- a. If the player who has conceded a goal violates this rule, the referee shall decide accordingly
- b. If the player who has scored a goal violates this rule, the referee shall decide accordingly

### **4.3. Ball in or out of the game**

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

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

Remarks:

1. If the ball completely passes a goal- or touchline after an offence has been committed and the offended player requests to play on, then a flick-in/corner-flick/goal-flick shall be awarded to the offended player, regardless of the conditions that existed before the ball went out of play.
2. If the ball ends up in the offended player's goal after an offence has been committed and he requests a "play-on", then a goal-flick is awarded

3. If the ball ends up in the goal of the offender after an offence has been committed and the offended player requests a "play-on", then a goal is awarded to the offended player.

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

Remarks:

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

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

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

- a. Rule 8.3: Substitution of the goalkeeper.
- b. Rule 10: Foul-play and misconduct.

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

## **Rule 5: Attacking**

### **5.1 Attacker**

5.1.1. The player in possession of the ball shall be deemed the attacker.

5.1.2. Possession of the ball shall remain with the attacker unless:

a. The flicked attacking playing figure has missed the ball;

or b. The ball hits a stationary defending playing figure. A stationary playing figure lying down may gain possession of the ball, it is considered to be a normal figure and just stands up and plays;

or c. A flick-in, free-flick, corner-flick, goal-flick, flick-off or penalty-flick is awarded to the defender.

Action to take:

Referee's expression:

The referee shall immediately indicate any change of possession of the ball.

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

Remark:

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

5.1.3.1. If after any of the events described in 5.1.2 the possession of the ball has changed and a moving playing figure of the player that was the attacker before the "change" touches the ball or any stationary playing figure of either player, then the touch is considered to be a correct and normal and doesn't count as a block-flick, due to the fact that the playing figure was flicked before the "change" of possession.

Example of the situation

1. Player A (attacker) flicks his playing figure A1 and plays the ball.

2. While the ball is moving, the attacker flicks his playing figure A2.

3. Before A2 touches the ball, the ball is touched by player's B B1.

4. After the B1's touch (change of possession), moving A2 touches the ball. The movement is considered normal and ball continues with player A, because player A did the MOVEMENT EARLIER THAN THE CHANGE of possession of the ball.

## 5.2 Attacking

5.2.1. The attacker player may play a moving or stopped ball with his playing figures as many times in succession as the player wants until:

a. Possession of the ball has changed;

or d. The ball has completely crossed the goal- or touchlines.

When the offence occurs:

Punishment:

a. Free-flick from where the attacker has flicked illegally.

5.2.2. If the played attacking playing figure flicks the ball onto a defensive playing figure and from there it rebounds back to the played attacking playing figure, the requirement of change of possession is not fulfilled. The played attacking playing figure could continue play as before.

If the ball rebounds back to the played attacking playing figure from the defender's goalkeeper, then the requirement of change of possession is satisfied and the attacking playing figure could score.

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

Example of correct scoring

1. Player A (attacker) shoots the ball which is inside the shooting-area with his playing figure A1. 2. The ball touches player's B (defender's) stationary playing figure B1 while A1 is still moving.

3. The ball rebounds back to A1 and ends up into the defender's goal. A goal is awarded to player A.

Example of incorrect scoring

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

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

5.2.4. An attempt of a playing figure to play the ball which failed because it was intercepted by an incorrect block-flick is a free-flick.

### **5.3. Foul play by the attacker**

5.3.1. An attacking playing figure flicked at the ball may not touch any stationary opponent playing figure or opponent goalkeeper, or the defender's body regardless if hits the ball or not

Punishment:

- a. Free-flick from where the attacking playing figure has fouled any opponent playing figure, opponent goalkeeper, or the defender's body.
- b. Penalty-flick if the offence has been committed in the attacker's penalty-area.

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

Punishment:

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

5.3.3. After having touched the ball, the attacking playing figure may touch any other attacking playing figure, an attacking 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 any defending playing figures.

Punishment: Free-flick from where the defending playing figure was touched.

Remark:

a) Notwithstanding the above restriction, an attacker's flick which is obviously a shot at goal or an attempt to force a corner-flick or a goal-flick

b) the same rule stands while the ball is moving. Attacking playing figure could not cause the displacement of any defending playing figures without being punished.

5.3.3.1. If an attacking playing figure flicked once touches the ball more than once, this playing figure keeps (or regains) possession of the ball.

Example of the situation

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

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

Punishment:

The referee gives a free flick, or referee plays advantage. Then the referee gives the signal for the game to be continued. Possession of the ball changes to the defender, whether free-flick awarded or not.

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

Punishment:

a. Free-flick from where the stationary ball has been blocked illegally. See rule 11.

Remark:

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

#### **5.4. Limited flick**

5.4.1. If the attacker, when attempting to flick a playing figure at the ball, needs to position any part of his body behind the defender's goal-line in a way that requires the defender to move out of convenient reach of the goalkeeper or hinders in any way the line of vision or the goalkeeping of the defender, the referee shall allow (with conditions) the attacker to take his flick, then fair play allows and only fair play (players ethics) allows the defender time to take his block-flick.

The defender allows the attacker to take his flick and the referee observes the game

Remark:

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

5.4.2. After a limited flick, an ethical attacker shall allow the defender to take his flick.

Punishment:

There is not any punishment but instead suggestions from the referee.

### **Rule 6: Defending**

#### **6.1. Defender**

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

6.1.2. The defender obtains possession of the ball when:

a. The flicked attacking playing figure has missed the ball;

or b. The ball hits a stationary defending playing figure. A stationary playing figure lying down may gain possession of the ball, it is considered to be a normal playing figure that is about to stand up;  
or c. A flick-in, free-flick, corner-flick, goal-flick, flick-off or penalty-flick is awarded to the defender. The referee shall immediately indicate any change of possession of the ball.

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

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

Example of the situation

1. Player A (attacker) plays the ball with his playing figure A1. Player B (defender) takes a flick with his playing figure B1.
2. The ball touches defender’s stationary playing figure B2.
3. After the touch (change of possession), B1 touches the ball. Player B is considered to have played the ball normally.

## 6.2. Defending - Block-flick

6.2.1. After each flick in an attempt to touch the ball by a flicked attacking playing figure or the attacking goalkeeper, the defender may flick a playing figure for defensive purpose - block-flick. The defender may take his block-flick before the attacker has touched the ball. If, in his attempt, the defender, hit the ball and/or an opponent’s figure:

Punishment:

- a. Back, if the ball was not moving when the illegally flicked playing figure touched it and if none of opponents playing figure was touched by the flicked playing figure. If back is awarded, the offender shall reposition the illegally flicked playing figure and the ball to their previous positions. The game does not stop, the attacker does not have to wait for the defender and the referee shall give the signal for the game to continue.
- b. Free-flick from where the defender flicked has hit the ball that was moving and if none of opponents playing figure was touched by the flicked playing figure.
- c. Free-flick from where the defender flicked has hit the opponent playing figure if the flicked playing figure has hit opponent playing figure.
- d. Free-flick from the penalty-spot if the offence has been committed in the defender’s penalty area and the flicked playing figure has hit the moving ball or any opponent playing figure.

Remark:

A block-flick is not considered to be taken if, while the defender has his finger behind one of his playing figures without hindering the attacker’s play, a moving attacking playing figure pushes a defending playing figure onto the defender’s hand after the ball is played.

6.2.2. A block-flick taken by the defender after the attacker has missed the ball is not considered to be an attacking flick.

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

Remark:

Notwithstanding the above, in all situations - even in the following ones - the referee has to restart the game if the defender delays to take his block-flick more than the required reasonable time.

- a) If the referee interrupts the game for any reason
- b) If the attacker, when attempting to flick a playing figure at the ball, needs to position any part of his body behind the defender’s goal-line in a way that requires the defender to move out of convenient

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

c) Substitution of the goalkeeper: A broken or damaged goalkeeper may be substituted at any time during the match provided that the ball is stationary. After the player has announced his intention to substitute the broken goalkeeper, the referee interrupts the game and shall control if the replacing goalkeeper fulfills the defined regulations, then allows the defender to take an untaken block flick.

6.2.4. A block-flicked playing figure may not touch the ball or any opponent playing figure.

When the offence occurs:

Punishment:

a. The ball is stationary

(1) The defending playing figure hits a stationary opponent playing figure:

Free-flick awarded from the point of contact foul.

(2) The defending playing figure hits the stationary ball:

Back

(3) The defending playing figure hits a moving attacking playing figure:

Free-flick awarded from the point of contact foul.

Punishment:

b. The ball is moving

(1) The defending playing figure hits a stationary opponent playing figure:

Free-flick awarded from the point of contact foul.

(2) The defending playing figure touches the moving ball:

Free-flick (indirect-direct-penalty) awarded from the point of contact with the ball

(3) The defending playing figure hits a moving attacking playing figure:

Free-flick (indirect-direct-penalty) awarded from the point of contact foul.

(i) If back is awarded the offender shall reposition the offending playing figure and the ball to their previous positions.

(ii) For violating any stationary opponent playing figure, a free-flick (indirect-direct-penalty) awarded from the point of contact foul.

(iii) Yellow and red cards to figures shall only be awarded if a violated attacking playing figure has been prevented from playing a moving ball or if the gameplay in the area near the ball was somehow affected as a result of the infringement.

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

Remark:

If the moving ball hits a stationary defending playing figure after the defender has committed an incorrect block-flick (above cases) and the attacker accepts the referee's advantage to play on, the possession of the ball remains with the attacker.

6.2.4.1. In case the attacker accepts the referee's advantage to play on after the defender has committed an offence, the defender is never entitled to a new block-flick.

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

Punishment:

c. a. Back for touching any part of the attacker's body while the ball was stationary. If back is requested, the offending player shall reposition all affected playing figures and/or the ball to their previous positions and the block-flick is lost. The game does not stop, the attacker does not have to wait for the defender and the referee shall give the signal for the game to continue.

- b. Free-flick from where any part of the attacker's body was touched by a block-flicked playing figure while the ball was moving.
  - c. Free-flick from the penalty-spot if any part of the attacker's body has been touched in the defender's penalty-area by a block-flicked playing figure while the ball was moving.
- 6.2.5.1. Regardless if the attacker accepts a back/free-flick or plays on, he could flick any attacking playing figure he wants regardless which figure he had chosen before the offence took place and he is allowed to change the ground's side from which he was playing.
- 6.2.6. However, if the attacker has deliberately positioned his body, or deliberately kept his hand on the playing ground, hindering in any way a block-flick, a free-flick shall be awarded to the defender.
- When the offence occurs:  
Punishment:
- a. Free-flick from where the attacker's body was touched by the defender's playing figure.
  - b. Free-flick from the penalty-spot if the offence has been committed in the attacker's penalty area.
- 6.2.7. The right to take a block-flick ends when:
- a. The attacker has touched the ball with the next attacking flick - no accumulation of block-flicks;
  - or b. Possession of the ball has changed to the defender;
  - or c. The ball has completely crossed the goal- or touchlines;
  - or d. A free-flick has been awarded and the offended player does not request to play on.

## **Rule 7: Scoring a goal**

### **7.1. Correct scoring**

- 7.1.1. A goal is scored if the ball has completely crossed the goal-line between the goal posts and under the crossbar provided that:
- a. the ball was shot from completely inside the opposing shooting-area, regardless of the shooting playing figure's initial position;
  - and b. the playing figure that shot the ball was flicked before the signal to end the period or the game had started.
- 7.1.2. The referee shall immediately announce if the ball has completely passed the shooting-line and award a goal
- 7.1.3. The referee shall immediately announce a correctly scored goal.
- 7.1.4. Provided that all conditions for correct scoring are satisfied (see rules 7.1.1 and 7.3), if the ball destined to end up in the defender's goal is stopped illegally by the unfastened goal-net or the defender's goalkeeper while the spare-goalkeeper is in the playing area (either on purpose or by mistake), a goal shall be awarded to the attacker.

#### **Remark:**

Before awarding a goal, the referee must be 100% certain that the ball was definitely going into the goal.

### **7.2. Incorrect scoring**

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

### **7.3. Own goal**

- 7.3.1. A player may score an own goal from anywhere in the pitch.
- 7.3.2. However, the attacker may not score an own goal directly from a free-flick, flick-in, goal-flick. In these cases a corner flick to the opponent shall be awarded.
- 7.3.3. If the ball rebounds directly off a post or the crossbar after a regular shot at the opponent's goal and passes the attacker's goal-line, an own goal for the attacker shall be awarded.

7.3.4. A hands goalkeeper may score an own goal by pulling into his goal a stationary ball regardless from where this ball was played originally from.

## **Rule 8: Goalkeeping**

### **8.1 Manipulation**

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

When the offence occurs:

Punishment:

Free-flick from the position of the ball

8.1.2. The goalkeeper may not be moved rapidly to and from before the attacking player touched the attacking playing figure.

When the offence occurs:

Punishment:

a. Free-flick from the position of the ball

b. Indirect-flick for each of the goalkeeper's following offences or if the law has been broken intentionally.

8.1.3. The hands-goalkeeper is allowed to touch only a ball that is still (exempt from when saving). The legs-goalkeeper is allowed to hit a ball either still or while is moving regardless if the ball is at its team possession or not as long as it is inside his box area and not completely outside. Every touch of the ball by the goalkeeper arms and/or legs is considered as playing figure when touches the ball. However, a goal-flick shall be awarded to the goalkeeper's player if the goalkeeper deflects an irregular shot into his own goal.

8.1.4. When the goalkeeper simply deflects a shot, the ball possession doesn't belong to its team but instead the ball can be claimed from both teams. Team in possession is the team that its playing figure touches the ball first.

Remarks:

1. The player who saves a shot using his goalkeeper and the player that takes the shot do not have to wait for the opponent to take his flick while the ball is moving after the save. After the ball has stopped and only if there are playing figures that need to be placed, the fair play of each player controls the pace of game.

2. The defender is not entitled to take a block-flick, if after the shot the ball is deflected by the defender's goalkeeper and then it hits an attacking playing figure.

8.1.5. The hands goalkeeper may touch the ball only once in order to change the possession of the ball. The legs goalkeeper may hit the ball as many times in succession as it wishes until:

a. Possession of the ball has changed.

When the offence occurs:

Punishment:

Free-flick from the spot of the offending player's hit

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

### **8.2. Positioning**

8.2.1. Before a shot at goal the goalkeeper may be held in any desired position in attempt to play or save the ball within the goalkeeper's box and touching the floor with its base. During and after a shot at goal the goalkeeper may be held in any desired position in attempt to play or save the ball within the goalkeeper's box and not touching the floor. Goalkeeper can "dive" (leave contact with the floor) only

after the flick for shot and before the opponent figure touches the ball. However, no part of the goalkeeper may go past the goalkeeper's box, goes outside

When the offence occurs:

Punishment:

- a. If the referee notices that a part of the goalkeeper goes past the goalkeeper's and a shot is saved  
Free – flick from the point that the ball touched outside the goalkeeper's box and:  
Yellow card if goalkeeper was not the last defending playing figure before the goal.  
Red card if goalkeeper was the last defending playing figure before the goal.
- b. If the referee notices that a part of the goalkeeper goes past the goalkeeper's and a shot is not saved or did not interfere in any way towards the outcome of the attempt, (ball did not touch the goalkeeper) regardless if ended up in goal or not (out), the game continues as normal.

Remark: The referee may decide on illegal manipulation in any case the goalkeeper goes past the line of goalkeeper's box in attempting to save the ball even if thereby the goalkeeper does not touch the shot ball. In that case the referee may decide that was not a foul committed but the intention was there and in that case could award a yellow or in severe cases even a red card.

8.2.2. The goalkeeper may not touch any stationary opponent playing figure that is positioned in the penalty box-area or touching the goal-area line.

When the offence occurs:

Punishment: Free-flick from the penalty-spot.

8.2.3. The goalkeeper may hinder the attacker in attempting to flick an attacking playing figure into or through the goal-area.

Example of a goalkeeper hindering an attacking playing figure into or through the goal-area  
Goalkeeper in the air inside the box area

Goalkeeper touches the pitch inside the goal-area

Goalkeeper is past the goal-area line

Goalkeeper touches the goal-area line

Goalkeeper positioned between the ball and the attacking playing

### **8.3. Substitution**

8.3.1. The goalkeeper(hands) may be temporarily replaced by the spare-goalkeeper(legs).

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

Procedure to be followed:

Player's expression: "Substitution!"

Referee's action: The referee shall check if the replacement goalkeeper fully fills the defined regulations, then gives the defender time to take an untaken block-flick. Then the referee shall give the signal for the game to continue.

8.3.3. During playing time an unbroken goalkeeper may be substituted 3 times(all subs) during a match.

## **Rule 9: Spare-goalkeeping**

### **9.1. Application**

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

When the offence occurs:

Punishment: indirect free-flick from where the ball is during the offence.

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

- a. the spare-goalkeeper's enters the game regardless if its player is in possession of the ball or not ;
- b. the goalkeeper has been removed from the goal and is kept by the relevant player in one of his hands (or put on the playing ground, inside the goal line in a position that cannot save a goal, or outside the playing area in order not to hinder the game);

When the offence occurs:

Punishment: indirect free-flick from the spot where the ball was during the offence.

Remark:

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

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

When the offence occurs:

Punishment:

Indirect free-flick from the spot of the ball during the offence.

9.1.4. When the spare-goalkeeper has entered the playing area from within the goal-area it is considered a regular playing figure. See rule 1. By entering the playing area, the spare goalkeeper may score a regular goal or take a flick-in, a free-flick, a flick-off, a corner-flick or a penalty-flick with its first flick.

## 9.2. Removing the spare-goalkeeper

9.2.1. The spare-goalkeeper may be taken off the playing area any time to reinstall the goalkeeper. The spare-goalkeeper's player does not need to be in possession of the ball. If the spare goalkeeper/legs goalkeeper has lost possession of the ball, the spare-goalkeeper can remain in the game or the goalkeeper/hands goalkeeper may be reinstalled whenever the player wants. The legs goalkeeper that just lost the ball and does not want to stay in field, has to come as fast as possible back to its goal and/or goal area so the hands goalkeeper can be back in play. During this time the attacker can obviously score.

9.2.1.1. If a free-flick is committed by the defender while his spare-goalkeeper is still in the playing area and the attacker do accept the referee's advantage, can take attacking flicks against the empty goal. The legs goalkeeper again has to return as fast as possible back to his goal or goal box area.

9.2.2. When the spare-goalkeeper is flicked out of the play, the referee shall not stop the game or give the defender any additional time to take an untaken block-flick. The attacker (spare goalkeeper's team may proceed with attacking.

When the offence occurs:

Punishment:

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

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

When the offence occurs:

Punishment:

Indirect free-flick .

## Rule 10: Foul-play and misconduct

### 10.1. Yellow card

10.1.1. The referee has the authority to give the offending playing figure a yellow card if according to him the contact with an opponent playing figure was careless and/or intentional. The referee should judge the contact in first place in relation to range, ethics and/or nature of the contact with an opponent playing figure and especially to its base. Awarding a foul indirect or direct, or even a penalty, sometimes is not enough. In those cases, a yellow card is the first step of punishment.

10.1.2. In case of intentional or continuous violation of the rules the referee has the authority to give the offending player and/or the offending player's playing figures, a warning

10.1.3. If this continues or the offence(s) are intentional according to the referee, then, the referee has the authority to give the offending player a yellow card.

## **10.2. Red card**

10.2.1. The referee can give a yellow card as in yellow card rules. A player and/or a player's playing figure could accidentally fails on the same rules. In this case a red card is appropriate to either the player and/or a player's playing figure. In cases of a red card on a playing figure, means that the player continues the game with 10 players, regardless if the offending figure was that of the hands or legs goalkeeper.

10.2.2. The referee has the authority to give the offending playing figure a red card if according to him the contact with an opponent playing figure was so severe, careless and/or was intentional that could cause a real damage to the opponent player. The referee should judge the contact in first place in relation to range, ethics and/or nature of the contact with an opponent playing figure and especially to its base. Awarding a foul indirect or direct, or even a penalty, sometimes is not enough. In those cases, a red card is the appropriate step of punishment.

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

10.2.4. The disqualified player may suffer from additional disciplinary sanctions defined by the competition's refereeing authority or local and/or national Subbuteo Authority such as NA, Confederation Subbuteo Authority and/or FISA.

## **10.3. Finger-foul**

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

When the offence occurs:

Punishment:

a. The offending player is either attacker or defender

(1) Indirect free-flick from where the attacker has touched another opponent playing figure.

(2) Penalty-flick if the offence has been committed in the offenders penalty-area.

Punishment:

## **10.5. Handball**

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

When the offence occurs:

Punishment:

a. Free-flick from where the ball has been touched.

b. Penalty-flick from the penalty-spot if the offence has been committed unintentionally in the offending player's penalty-area and the ball was not heading into the goal.

c. Penalty-flick if the offence has been committed intentionally in the offending player's penalty area or the ball was probably heading into the goal.

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

### **10.6. Obstruction**

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

When the offence occurs:

Punishment:

a. Free-flick from the position of the ball at the moment of the offence.

b. Penalty-flick from the penalty-spot if the ball has been positioned in the offending player's penalty area at the moment of the offence.

Examples of offences:

1. The attacker prevents a block-flick from being taken by keeping or putting his hand on the playing pitch without actually flicking a playing figure.
2. The defender obstructs the attacker's view of the area where the playing figure or the ball is going to be played.
3. The defender physically hinders the attacker's play in order to make his block-flick. The case of a player hindering a flick after the flick has been taken is covered by other rules.

### **10.7. Misconduct**

10.7.1. During the two, five to forty-five minutes periods, extra-time and penalties, the players may not speak or make exaggerated gestures. The players may not comment on the match, criticize or influence the referee's decisions or influence the opponent, the referee or the spectators.

10.7.2. The players shall ask no questions and shall strictly follow the referee's decision and the only occasions that a player could possibly (depends on referee) speak during a match are:

10.7.2.1. The offended player informs the referee on playing on: "play on", or of accepting the awarded sanction in case of any infringements by the opposing player.

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

10.7.2.3. Both players may announce the substitution of a playing figure or the goalkeeper: "substitution!"

10.7.2.4. Mutual communication between the two players to help the referee's decision in a questionable situation.

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

### **10.8. Time wasting**

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

When the offence occurs:

Punishment:

a. Indirect free-flick from the position of the ball at the moment of the offence.

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

10.8.3. Notwithstanding rule 10.8.2, taking any flick which is not a shot at the goal may not take more than a reasonable time.

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

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

### **10.9. Illegal behavior**

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. The shooting player can remove his hand from the playing ground until the shot has been completed.

When the offence occurs:

Punishment:

Indirect free-flick from the position of the ball at the moment of the offence.

## **Rule 11: Free-flick**

### **11.1. Definition**

11.1.1. There are two types of free-flicks. The indirect free-flicks and the direct free flicks. Is the nature, of the foul that determines the referee's decision. The indirect free-flicks means that there must be at least another flick by the attacker before a goal can be scored. The direct free-flicks can be awarded only inside the opponents shooting area. There is a number of indirect free flicks within the opponent's shooting area though. Please consider rule 12 in the case of a penalty-flick.

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

11.1.3. A free-flick shall be taken from the point where the offence took place. The ball shall be placed on the exact point of the offence. If there are any playing figures on the point where the ball has to be placed (i.e. Offside - Free-flick), they have to be moved and placed by the defender.

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

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

11.2.2. Each player may proceed with any number of positional flicks with no particular order. The ball and the playing figure flicked to take the free-flick cannot be removed from the playing area by the referee or any of the players to allow the positional flick to be taken by either player. A positional flicked defending playing figure may not touch any other opponent playing figure (including the one nominated to take the free-flick) or the ball.

When the offence occurs:

Punishment:

If free flick is awarded again for inappropriate contact of playing figures nothing really changes except the sanction applied by the referee, yellow card, red card etc.

Punishment:

The attacker player has not has to wait for the positional flicks of the defender player during indirect free flicks. If the free-flick is direct, the defender player has plenty of time and the attacking player should wait for the referee's signal.

11.2.3. The offended player may claim "distance", if any opposing playing figure is positioned within 90 mm away from the ball after the positional flicks have been made. No "distance" may be claimed by the offended player if does not want to.

11.2.4. The referee signals to proceed with the free-flick if players are ready.

11.2.4.1. When taking the free-flick, the ball must be touched by any attacking playing figure.  
If the ball is not touched

a. The free-flick shall be retaken

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

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

or b. Possession of the ball has changed;

or c. A flick-in, free-flick, corner-flick, goal-flick or penalty-flick is awarded to the attacker;

or d. A block-flicked playing figure has touched the ball and the attacker requests to play on.

## **Rule 12: Penalty-flick**

### **12.1. Definition**

12.1.1. The following offences are punished with a penalty-flick provided that the offending player commits the offence within his own penalty-area. Thereby, the penalty-area line and the section of the goal-line limiting the penalty-area are considered to be part of the penalty-area.

12.1.1.1. Free-flick committed by any playing figure

12.1.1.2. Finger-foul.

12.1.1.3. Handball.

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

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

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

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

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

12.2.4. The goalkeeper may be positioned at the center of the goal line, upright with its figure not further forward than the goal-line and shall remain stationary until the shooting playing figure has touched the ball.

When the offence occurs:

Punishment:

The penalty-flick shall be retaken.

12.2.5. The referee signals to take the penalty-flick if both players are ready

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

When the offence occurs:

Punishment:

If the ball is not touched

a. The penalty-flick shall be retaken

b. If after retaking the penalty-flick the ball has still not been touched, the penalty-flick shall be retaken

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

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

or b. Possession of the ball has changed;

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

Punishment:

Free-flick from where the offending player has flicked illegally

## **Rule 13: Offside**

### **13.1. Definition**

#### **13.1.1. Offside Position**

13.1.1.1. An attacking playing figure may not be positioned:

- a. within the defender's half field area;
- b. nearer to the defender's goal-line than the ball;
- c. nearer to the defender's goal-line than the last defending playing figure, if the goalkeeper is in use;
- d. nearer to the defender's goal-line than the second-last defending playing figure, if the goalkeeper has been removed and the spare-goalkeeper is in use;
- e. on or beyond the defender's goal-line when less than two defending playing figures are also on or beyond the goal-line;

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

#### **13.1.2. Offside Declaration**

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

- a. the attacking playing figure in offside position has been touched by the ball or touches the ball.

Examples of declaring playing figures offside

1st example

1. Playing fig. A1 is in offside position. Player A (attacker) plays the ball with playing figure A2.

2. The ball enters completely the defender's half field line area, it does not pass the last defending playing figure's base, but playing figure A1 is touched by the ball. Playing figure A1 is declared offside because it was touched by the ball while it was in offside position.

13.1.2.2. If there are two or more playing figures deemed offside simultaneously the free-flick shall be taken from the playing figure's position nearer to the goal-line (deeper offside).

Playing figures or goalkeepers positioned beyond the goal-line are considered to be on the goal line regarding an offside decision.

Examples of playing attacking playing figures offside

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

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

Remark:

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

13.1.2.4. An offside positioned playing figure cannot be used to play the ball. If this happened, an offside is declared.

## **Rule 14: Flick-in**

### **14.1. Definition**

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

14.1.2. In order to force a flick-in, the ball, the deflecting defending playing figure(s) and the forcing attacking playing figure or goalkeeper could be positioned anywhere at the pitch as the ball passes completely the touchline with its full size. All required elements are considered to be positioned completely inside the playing field if they are positioned with any part still within the playing field.

14.1.3. A flick-in may not be forced off a playing figure that is positioned more than 21 mm off the touchline. The entire ball out of the field is required.

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

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

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

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

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

14.2.2. The player taking the flick-in shall flick any playing figure to take the flick-in, before, during and after any positional flicks are taken.

14.2.3. Each player may proceed with any number of positional flicks with no particular order. The ball and the playing figure flicked to take the flick-in cannot be removed from the playing area by the player or anyone else in order to allow the positional flick to be taken by either player. A positional flicked playing figure may not touch any other opponent playing figure (including the one nominated to take the flick-in) or the ball.

When the offence occurs:

Punishment:

If free flick is awarded again for inappropriate contact of playing figures nothing really changes except the sanction applied by the referee, yellow card, red card etc.

Punishment:

Back cannot be awarded for hitting the ball during positional flicks. The attacker player has not has to wait for the positional flicks of the defender player during indirect free flicks. If the free-flick is direct, the defender player has plenty of time and the attacking player should wait for the referee's signal.

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

14.2.5. The attacker may claim "distance", if any opposing playing figure is positioned within 20 mm of the ball after the positional flicks have been taken. No "distance" may be claimed by the attacker if does not want to.

14.2.6. The referee signals to take the flick-in when the attacker delays

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

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

14.2.8. The playing figure taking the flick-in may not play (could attempt to play though) the ball again until:

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

or b. Possession of the ball has changed;

or c. A flick-in, free-flick, corner-flick, goal-flick or penalty-flick is awarded to the attacker;

or d. A block-flicked playing figure has touched the ball and the attacker requests to play on.

When the offence occurs:

Punishment:

a. Free-flick from where the attacker has flicked illegally.

14.2.9. After the taking of a flick-in the ball may go anywhere in the playing area.

14.2.10. Fault Flick-in.

14.2.10.1 The figure that plays the Flick-in should not touch the line before the flick.

14.2.10.2 The attacker's figures (except the one that plays it) are close to the ball to a distance that the referee considers it inappropriate for a correct flick-in execution (this is normally a distance more than 9cm)

## **Rule 15: Goal-flick**

### **15.1. Definition**

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

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

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

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

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

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

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

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

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

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

15.2.1. Both players may flick their playing figures and place them anywhere in the playing area. The attacker player has not has to wait for the defending player to flick its defending playing figures and can play the goal-flick whenever the player wants. Exemption is when is asked from the referee for some reason.

15.2.1.2. Playing figure of either player may be placed within the attacker's penalty-area or touching the penalty-area line.

15.2.1.3. Attacking and defending playing figures shall be placed anywhere in the playing area.

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

When the offence occurs:

Punishment:

The goal flick is repeated

15.2.1.5. A reasonable time, shall be given by the referee, to each player to flick in order to place the playing figures anywhere in the playing area.

When the offence occurs:

Punishment:

If the attacker violates this rule, the referee shall decide accordingly. i.e. warning, yellow card etc.

15.2.2. The referee signals to take the goal-flick if both players are ready and there is a time wasting

15.2.3. When taking the goal-flick, the ball has not has to completely leave the penalty-area.

15.2.4 The playing figure taking the goal-flick may not play (may attempt to play though) the ball again until:

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

- or b. Possession of the ball has changed;
  - or c. A flick-in, free-flick, corner-flick, goal-flick or penalty-flick is awarded to the attacker; or d. A block-flicked playing figure has touched the ball and the attacker requests to play on.
- When the offence occurs:  
Punishment:  
a. Free-flick from where the attacker has flicked illegally.

## **Rule 16: Corner-flick**

### **16.1. Definition**

- 16.1.1. A corner-flick shall be awarded if the ball has crossed the goal-line in the following situations:
- 16.1.1.1. The attacker may force a corner-flick provided that the ball is played from inside the defender's shooting-area and the ball has last been deflected by one (or more) defending playing figure(s) completely inside the shooting-area or by the defending goalkeeper before passing the defender's goal line.
  - 16.1.1.2. A corner-flick is awarded to the defender, if the attacker plays the ball across his own goal-line.
  - 16.1.2. If the defender accidentally plays the ball across his own goal-line with his block-flick, the attacker may accept a goal (own goal). This is not a corner-flick.
  - 16.1.3. A corner-flick may not be forced off a playing figure that is positioned more than 21 mm off the goal-line.
  - 16.1.4. A goal may be scored directly from a corner-flick.

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

- 16.2.1. The ball shall be placed within the quarter circle or centrally on the quarter circle line at the side of the goal where the ball has crossed the goal-line. The ball may be partly outside the quarter circle, but no more than half of the ball may be seen outside of it when observed directly from above.
- 16.2.2. The player taking the corner-flick shall flick any playing figure to take the corner-flick, before, during and after any positional flicks are taken. The playing figure to take the corner-flick may be flicked as desired on the playing surface.
- 16.2.3. Each player may proceed with any number of positional flicks with no particular order. The ball and the playing figure nominated to take the corner-flick cannot be removed from the playing area by the referee or any of the players to allow the positional flicks to be taken by either player. A positional flicked playing figure may not touch any other opponent playing figure (including the one nominated to take the corner-flick) or the ball.
- When the offence occurs:  
Punishment:  
Back cannot be asked for hitting the ball during positional flicks by the offended playing figure's player. The offended player has not has to wait for this positional flick  
Punishment:  
If a playing figure hit an opponent playing figure, then the referee decides accordingly i.e. warning, yellow card etc.
- 16.2.4. The attacker may claim "distance", if any opposing playing figure is positioned within 90 mm of the ball after the positional flicks have been taken.
- 16.2.5. The referee signals to take the corner-flick if both players are ready and there is time wasting.
- 16.2.5.1. When taking the corner-flick, the ball could be touched by any playing figure.
- When the offence occurs:  
Punishment: If the ball is not touched
- a. The corner-flick shall be retaken
  - b. If after retaking the corner-flick the ball has still not been touched, the corner-flick shall be retaken
- If the attacker violates this rule, the referee shall decide accordingly. i.e. warning, yellow card etc.

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

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

Punishment:

- a. Free-flick from where the attacker has flicked illegally.

## **Rule 17: Penalty**

### **17.1. Definition**

17.1.1. If a knock-out match in an individual or team competition is drawn after extra time also regarding the accumulated goal difference between the two teams, a penalty shootout shall take place.

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

17.1.3. Five penalty shots per player (five different playing figures are chosen), are taken alternately, starting from the side of the pitch chosen by the players.

17.1.4. If after five penalty shots no winner has been determined, one penalty shot per player (another (a sixth playing figure is chosen) is taken and so on until we have a winner.

17.2. Procedure for each penalty shot

17.2.1. The player shall place the ball to the penalty spot.

17.2.2. The attacker shall place his playing figure to shoot and confirm that he is prepared to proceed with the penalty shot. A reasonable time is been given for each player to get ready for the penalty shot.

17.2.3. The referee then checks if the goalkeeper is ready. The defender player may not go forward of the goal line with any part of his body for any reason. No part of the goalkeeper may go past the line of the goal area line before the shot is taken. A reasonable time is been given for each player to get ready for the penalty shot.

17.2.4. The referee signals for the shot to be taken.

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

When the offence occurs:

Punishment:

If the ball is not touched

a. The shoot-out shall be retaken

b. If after retaking the shoot-out the ball has still not been touched, the shoot-out shall be retaken

If the attacker violates this rule, the referee shall decide accordingly. i.e. warning, yellow card etc.

17.2.5. The attacker shall proceed with his shot within a reasonable time. If the attacker has not taken the shot within this reasonable time, the referee shall decide accordingly i.e. warning, yellow card etc.

17.2.6. Only one flick is allowed to the attacker when he shoots. Even if the attacking playing figure that shoots touches the ball again before coming to rest - even if the ball has been deflected by the goalkeeper or a post or the crossbar - and the ball ends up in the defender's goal, even then the goal is not awarded as incorrectly scored and is not allowed. However this rule does not apply in penalty shoots during normal time penalty execution.

### Part III.

#### **EQUIPMENT REGULATIONS**

#### **Federation of International Subbuteo Associations (FISA)**

#### **Rule 1: Playing ground**

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

1.1.1. The playing surface shall be properly fixed to playing ground. It shall be a maximum 90 cm, minimum 60 cm above floor level. The ground shall be level. Subbuteo playing Surfaces only

1.1.2. The playing surface and the playing ground shall extend outside the playing area for 4-10 cm from the touch- and goal-lines. The playing ground may not extend more than 10 cm behind the back of the goal. Subbuteo playing Grounds only

1.1.3. The playing ground shall be surrounded by a fence of 2-10 cm in height and a maximum of 10 cm in width. Centrally behind each goal there shall be a gap of 15-25 cm in the surround. Subbuteo Playing Fences only

1.1.4. There shall be at least 200 cm of free space around the ground for the players, the referee and linesman to perform.

1.1.5. The playing surface shall be smooth and free of any disturbing particles and shall allow a precise sliding of the playing figures and a straight run of the ball. Subbuteo playing Surfaces only

1.1.6. The lines printed on the playing field shall not be more than 3 mm in width and not interfere with the game by affecting the run of the ball and/or the sliding of the playing figures. Subbuteo playing Surfaces only

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

1.2.1. The playing area of the pitch shall be a rectangle. The length shall be marked by touchlines of maximum 140 cm, minimum 90 cm. The width shall be marked by goal-lines of maximum 100 cm, minimum 60 cm. However, the width of the playing area shall always be at least 30 cm smaller than its length. The playing area shall be divided into two equal halves by a center line parallel to the goal-lines. There shall be a center-spot on the center-line equidistant from each touchline and a center-circle of radius 6-12 cm, concentric to the center-spot. Subbuteo playing Surfaces only

1.2.2. Each half shall be divided into two equal zones by a shooting-line, parallel to the goal-lines. The zone between the shooting-line and the goal-line shall be called the shooting-area. Subbuteo playing Surfaces only

1.2.3. In each shooting-area there shall be a penalty-area adjacent to the goal-line. Each penalty-area shall be formed by two parallel lines, 12-18 cm long and 30-48 cm apart, which are equidistant from the center of the goal-line. These lines shall be at right angles to the goal-lines and joined at their ends to form rectangles. There shall be a penalty-spot in each penalty-area, 8-14(9.15) cm from the goal-line and equidistant from each touchline. Subbuteo playing Surfaces only

1.2.4. In each shooting-area there shall be a goal-area adjacent to the goal-line. Each goal-area shall be formed by two parallel lines, 5-7 cm long and 22-26 cm apart, which are equidistant from the center of the goal-line. The vertical goal-area lines may extend behind the goal-line to allow a more precise positioning of the spare-goalkeeper. Subbuteo playing Surfaces only

#### **Rule 2: Goals**

2.1. A goal shall be placed centrally on each goal-line so that the front posts are on the line. The goals shall be solidly constructed and produced of solid material that does not bend or break under any playing conditions. The goals shall be fixed mechanically to the playing board. Subbuteo playing Goals only

2.2. A goal shall consist of two posts, one crossbar, two side bars on each side, a back bar and a net, which shall be firmly fixed to the posts and the bars. Subbuteo playing Goals only

2.3. The posts shall be upright and parallel, (6)4.7 cm long and 12.5 cm apart. The crossbar shall be fixed to the top of the posts. The back bar(s) shall be positioned parallel to the crossbar. The posts and the bars shall not be thicker than 5 mm. The distance from the goal-line to the back bar shall be 6-9 cm. Subbuteo playing Goals only

### **Rule 3: Ball**

- 3.1. The ball shall be an empty plastic sphere of 2.2 cm in diameter and 1.5 g in weight. Subbuteo playing Balls only
- 3.2. The balls that are currently within the standards are the Subbuteo balls that satisfy the above criteria. Subbuteo playing Balls only
- 3.3. The referee shall replace a broken ball immediately when the ball is stationary. Subbuteo playing Balls only
- 3.4. The organization, hosting the match/event, via the referee will choose a ball that meets the standard. A white ball, that in his judgment will roll better and ensuring a regular course of the game. Subbuteo playing Balls only

### **Rule 4: The playing figures**

- 4.1. Dimensions: The playing figures shall consist of a round base and a figure which shall be firmly fixed to the base by fulfilling the following standards: Subbuteo playing Figures only
- 4.1.1. The base shall be maximum 0.7 cm, minimum 0.5 cm in height and maximum 2.1 cm, minimum 1.6 cm in diameter. Subbuteo playing Figures only
- 4.1.2. The figure fixed to the base shall be maximum 1.3 cm, minimum 0.6 cm at its widest point and maximum 0.6 cm in thickness. The figure shall symbolize a human body. Subbuteo playing Figures only
- 4.1.3. The maximum height of the playing figure including its base shall be 3.9 cm, the minimum height shall be 2.7 cm. Remark: To ensure that players do not modify their playing figures and bases in any way, in order to make them taller, shorter, wider or thicker than permitted, referees will use the specially designed FISA measuring tool which can check if a playing figure has been tampered with after it was bought. FISA measuring tool's exact dimensions and design are available through FISA and/or National Associations Technical Support Department. Subbuteo playing Figures only
- 4.2. Composition:  
Each player shall use ten field playing figures, one spare-goalkeeper and a goalkeeper. Each playing figure of a set could be from a different type (not the same type figures within the team). All figures shall be painted equally and the bases shall have the same color, excepting the spare-goalkeeper's base that shall be different in color from all other playing figures. To get the SIC (Subbuteo International Certificate) each team has to have total 20 playing figures minimum. 16 field playing figures, 2 goalkeepers/hands goalkeepers and 2 spare/legs goalkeepers Subbuteo playing Figures only
- 4.3. Standards
- 4.3.1. It is necessary to ask for standards certificate of new types of playing figures to the FISA's Technical Support Dept before any player might use them in a game. Subbuteo playing Figures only
- 4.3.2. The following types of playing figures are approved by FISA. Any further design of a playing figure is to be presented to FISA and authorized before it may be used in any competition. Subbuteo playing Figures only
- 4.3.2.1. Any type playing figures made by Subbuteo: Subbuteo playing Figures only
- 4.3.3. To be successful in meeting the standards, a new type of playing figures has not has to be industrially produced and distributed in sufficient quantity to supply any required order but instead could be of a limited edition. Subbuteo playing Figures only

### **Rule 5: Goalkeeper**

- 5.1. Dimensions of the goalkeeper figure: Subbuteo playing Goalkeepers only  
The goalkeeper shall consist of a figure with a base. The outline of the goalkeeper's shape must have the form of a trapezoid, with a small and a large upper and lower side. The goalkeeper shall be firmly fixed to a rod, have a three dimensional defending contents of maximum 2700 mm<sup>3</sup> excluding the rod, and restricted by the following regulations by fulfilling the following standards: Subbuteo playing Goalkeepers only

- 5.1.1. Maximum height of the goalkeeper: 39 mm Subbuteo playing Goalkeepers only
- 5.1.2. Maximum thickness of the goalkeeper figure: 6 mm Subbuteo playing Goalkeepers only
- 5.1.3. Maximum width of the small side of the goalkeeper: 13 mm Subbuteo playing Goalkeepers only
- 5.1.4. Maximum width of the large side of the goalkeeper: 21 mm Subbuteo playing Goalkeepers only
- 5.1.5. The goalkeeper shall symbolize a human body Subbuteo playing Goalkeepers only

Remark:

FISA reserves the right to choose not to grant standards certificate to a goalkeeper, if the shape of the figure is deliberately and heavily departed from the natural human form, in order to utilize as much as possible of the given maximum dimensions.

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

The rod is fixed to the goalkeeper figure or the base and is part of the goalkeeper by fulfilling the following standards: Subbuteo playing Goalkeeper-Rod only

5.2.1. The goalkeeper's rod shall be a straight rod up to 20 cm in length and 4.5 mm of maximum width, excluding the handle. Subbuteo playing Goalkeeper-Rod only

5.2.2. The handle may not exceed 10 cm in length. Subbuteo playing Goalkeeper-Rod only

5.2.3. However, the aggregate length of the rod and the handle may not exceed 25 cm. Subbuteo playing Goalkeeper-Rod only

5.2.4. The bending of the goalkeeper's rod is strictly forbidden. Only a slight angle (<10°) at the junction point between the rod and the handle is allowed. Subbuteo playing Goalkeeper-Rod only

Remark:

To ensure that players do not modify their goalkeepers and rods in any way, in order to make them taller or wider or thicker than permitted, referees will use the specially designed FISA measuring tool which can check if a goalkeeper has been tampered with after it was bought. FISA measuring tool's exact dimensions and design are available through FISA and/or National Associations Technical Support Departments.

#### **5.3. Standards**

5.3.1. It is necessary to ask for standards certificate of new goalkeeper type to the F.I.S.A. before any player might use them in a game. Subbuteo playing Goalkeepers only

5.3.2. The following goalkeeper figures are approved by FISA. Any further design of a goalkeeper is to be presented to FISA and authorized before it may be used in any competition. Subbuteo playing Goalkeepers only

5.3.2.1. Any type playing figures made by Subbuteo: Subbuteo playing Goalkeepers only

5.3.3. To be successful in meeting the standards, a new type of goalkeeper, has not has to be industrially produced and distributed in sufficient quantity to supply any required order. Subbuteo playing Goalkeepers only

## **Part IV. REFEREE'S GUIDE Federation of International Subbuteo Associations (FISA)**

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

1.1. A referee shall be appointed to monitor each game of a F.I.S.A. competition/match/event. The referee shall be in total control of the game for the duration, including the half-time intervals. The referee shall announce any breach of the rules and give swift and clear instructions according to Subbuteo International rules and by applying the international referee's principles.

1.2. The referee shall enforce the rules of the game but may refrain from penalizing in case the offended player requests to play on. The offended player may not accept an awarded sanction subsequently after having played

- on.
- 1.3 The referee shall interrupt the game on the occasions defined by the rules and whenever he assumes it to be necessary in order to clarify or verify a specific or unclear situation
  - 1.4. The referee's decision is final.
  - 1.5. Before flick-off the referee shall verify the identity of the performing players and control the conformity of the used equipment with FISA regulations, using the specially designed FISA measuring tool.
  - 1.6. The referee shall be the sole match timer, keeping track with his own watch. In case of delaying interruptions of the match or in case of time wasting by one or the other player, the referee shall consider lost time to be played at the end of the regarded time interval.
  - 1.7. The referee shall fill out the match-report form and hand it back to the head referee immediately after the match has been finished.
  - 1.8. The referee shall wear the official referee's uniform during the match. Referees should perform in sports shoes.

### **Rule 2: Linesman**

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

