

ITSF RULES (short version)



1. Toss
The winner of the TOSS, - coin flip – may choose for the KICK OFF or SIDE of the table.



7. Spinning
NOT allowed.
In case of a shot/pass performed with a spin, the opponent kicks off again with the 5-rod.



2. Kick Off
Put the ball at the middle figure of the 5-rod. Ask your opponent if he or she is ready. When opponent replies 'ready', pass the ball via a second figure.



8. Goal
A goal can be scored from any rod or figure. A ball that goes in and out of the goal counts as a goal.



3. Ball Off Table
When a player makes the ball go off the table due to the power of the shot, it is given back to the opponent at the 2-rod.



9. FAIR PLAY
DON'T slam or hit the side wall hard with the rods.
DON'T put hands in the table whilst ball is in play.
DON'T lift the table.



4. Time Out
Two 30-second TIMEOUTS are allowed per set. Only the player in possession of the ball may call a time out while the ball is in play. When not in play, both players/team can call a timeout.



10. Time limit
The ball is allowed to be under the 5-rod for 10 seconds and other rods (goalie & 2-rod count as one rod) for 15 seconds. Exceeding the time limit on the 3-rod goes to opponent's 2-rod, anywhere else goes to opponent's 5-rod.



5. Passing
After every re-start, the ball must touch at least two player figures prior to advancing to another rod.



6. Switch
After each set the players/teams may change sides.



CODE of Honor
Table soccer is FUN!
Respect the opponent.
Shake hands before and after the match.
ALWAYS be sure that your opponent is ready before starting or re-starting <<Ready?>>

Complete rules: <http://www.table-soccer.org/rules/documents/ITSFRulesEnglish.pdf>

Referee Code: <http://www.table-soccer.org/itsf/documents/GBR%20-%20ITSF%20REFEREE%20CODE.pdf>