



TABLE SOCCER

PLAYERS

ASSOCIATION

“FLATS” RULES



IT'S COMING HOME



“FLATS” WORLD CUP 2024
TUNBRIDGE WELLS
ENGLAND

The rules in this edition of the current TSPA rule book, that was last updated on 16th March 2022, have been amended for use with the “Flats” table soccer game. These rules have been created for the “Flats” tournament of the 2024 World Cup taking place on the 21st September in Tunbridge Wells, England.

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Law 1. EQUIPMENT

1.1. The Playing Surface

- a) The length shall be marked by touch lines of maximum 130 cms, minimum 115 cms. The width shall be marked by goal lines of maximum length 90 cms, minimum 75 cms. The pitch shall be divided into two equal halves by a centre line, parallel to the goal lines.
- b) 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.
- c) 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, 6 cms long and 26 cms apart, which are equidistant from the centre of the goal line. These lines shall be at right angles to the goal lines and joined at their ends to form rectangles.
- d) 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, 18 cms long and 48 cms apart, which are equidistant from the centre 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, 12 cms from the goal line and equidistant from each touch line.
- e) There shall be a centre spot on the centre line equidistant from each touch line. There shall be a centre circle of maximum radius 15 cms, minimum radius 10 cms, concentric to the centre spot.
- f) In each corner of the pitch there shall be a quarter circle of radius 2.5 cms, concentric to the junction of the touch and goal lines.
- g) The playing surface must extend outside the playing area in all directions for at least 4 cms.
- h) The pitch must be fixed to or laid upon hardboard or similar material. It shall be maximum 90 cms, minimum 70 cms above floor level. The board shall be water level.
- i) No items that can cause any obstruction to the game shall be attached to the playing surface or its support.
- j) At a distance of maximum 10 cms, minimum 4 cms from the touch and goal lines shall be a surround. It shall be maximum 4 cms, minimum 1.5 cms in height. There shall be a gap in the surround, centrally behind each goal, of maximum 30 cms, minimum 20 cms.
- k) A goal shall be placed centrally on each goal line so that the front posts are on the line. The posts shall be 6 cms long and 12.5 cms apart. The posts and the crossbar shall not be more than 5 mms in width. The nets shall be attached to the goals so that they do not interfere with play. The back of the goal must be level with the edge of the playing surface as much as possible.
- l) Recommended playing pitches for tournament play are Subbuteo Baize and Swiss Baize that adhere to the above dimensions.

1.2. The Ball

- a) The ball shall be of size and weight of the 1" (25.4mm) Continental Ball (large ball).
- b) A ball of any colour can be used provided that it can be clearly seen. Painted balls may not be used unless the players and the referee agree. If they cannot agree on the ball's colour, a white one shall be used.
- c) Recommended balls for tournament play are Subbuteo large ball and Swiss ball.

1.3. The Figures

- a) The game shall be played by two players each controlling one team. Each team shall consist of 12 figures, one of which shall be the goalkeeper on the rod and one the spare goalkeeper.
- b) All the figures of a team should have similar colours, but the bases must be identical excepting that of the goalkeeper on the rod, which can be different, and that of the spare goalkeeper, which must be different from both teams.
- c) When two teams having identical or similarly coloured bases meet a coin shall be tossed and the player losing the call shall change his team.
- d) The figures must be of flat plastic or cardboard, as supplied by Subbuteo or similar in weight, size and form to Subbuteo materials.
- e) The figures should be firmly fixed to bases of size 17-18mm diameter bases designed for flat styled figures, with a base height restriction of no more than 7mm and no less than 6mm. Each figure of a team (including the kicking goalkeeper) must be of the same composition.
- f) Any number of figures may be substituted during a match with the referee's consent. A complete change of team cannot take place.
- g) The flat plastic, card or metal goalkeeper shall have a round rod fixed to a 17–18mm diameter base, and this is part of the goalkeeper. The rod may be bent, but a straight length of rod must extend from the base for at least 90mm before bending is allowed. The rod must not exceed 150mm in length and 3mm in thickness, the handle attached to the rod must be suitable for the controlling of the goalkeeper.
- h) The goalkeeper may be strengthened with any material up to 1 mm in thickness. No gap must exist between the figure and the strengthening.
- i) To ensure that players do not modify their playing figures, bases or goalkeepers in anyway in order to make them taller, shorter, wider or thicker than permitted, the tournament organiser or referee, prior to the tournament or match commencing shall examine all playing equipment to make sure it complies with these rules.
- j) Subbuteo Photo-Real players and bases are not permissible.
- k) The use of any 3 dimensional goalkeeper or Toccer style goalkeeper is not permitted.

Law 2. OFFICIALS

2.1. The Referee

- a) A referee shall be appointed to officiate in each game.
- b) The referee shall be in complete control of the game for its duration including the half time interval. He shall enforce the laws but may refrain from penalising where he believes the offended player may gain advantage. He shall decide in all cases of doubt and will give swift, clear instructions.
- c) The referee shall prevent unnecessary talking by the players and all kinds of disturbing action and those against sportsmanship.
- d) The referee shall give the final result of the match to the organising body.
- e) The referee's decision is final.

2.2. The Linesman

- a) A linesman may be appointed to assist the referee.
- b) The linesman may not voice his opinion unless asked by the referee. He may draw the referee's attention to any breach of the laws and may assist the referee with certain duties as requested.

Law 3. MANIPULATION OF THE FIGURES

- a) All figures, except the goalkeeper on the rod, shall be propelled by placing the index or middle finger by the figure and flicking with the nail part of the finger against the base of the figure. The rest of the hand must not move whilst flicking. Figures must be flicked properly and not knocked or pushed, nor may any leverage be gained other than from the playing surface.
- b) Only one figure at a time may be flicked.
- c) The goalkeeper on the rod is held by the handle behind the goal and moved as required.

Law 4. POSSESSION

- a) Possession of the ball shall be gained by a team when the ball last touched a figure of that team or when a free kick, goal kick, corner kick, throw in or kick off is awarded to that team.
- b) Possession of the ball shall remain with a team until a figure of that team is flicked at the ball but misses, until the ball hits an opposing figure last or until the team is penalised for a breach of these laws.
- c) If the ball touches figures of both teams at the same time, possession shall remain with the team that actually last played the ball.
- d) The ball striking the crossbar, goal post or referee does not cause a change of possession.
- e) If the ball touches an opposing figure and then touches a figure of the team initially in possession, possession is regained by that team.
- f) Possession is interrupted when play stops for a throw in corner kick, free kick or goal kick.

- g) A stationary lying figure can never gain possession for its team when it is touched by the ball.

Law 5. ATTACK

- a) The team in possession shall be deemed the attacking team.
- b) No attacking figure may be played more than three times in succession unless the ball touches another figure of the same team and possession is retained, or unless possession is interrupted as in law 4.e).

Law 6. DEFENCE

- a) The team not in possession shall be deemed the defending team.
- b) After each flick of an attacking figure or the moving of a stationary ball by the goalkeeper on the rod, a defending figure may be flicked for blocking; this figure must not touch the ball no any opposing figure.
- c) If a figure flicked for blocking purposes infringes law 6.b) when the ball and/or attacking figures are stationary, the attacking player may either continue to play or he may request "back". In the latter case, the ball and the figures moved by the blocking figure shall be replaced by the referee.
- d) If either the ball or attacking figure was touched whilst it was moving, the attacking player may replay the move. If he does so, the defending player may not have a block flick for the replayed move.
- e) The attacking player does not have to wait for a block flick to be taken unless play is interrupted by the referee for the raising of a figure lying down, or for the return of a figure that has crossed the surround. The referee must not interrupt the game until the ball has come to rest. The attacker also has to wait for a block flick after taking an onside flick (tick). In the latter case, the referee has to interrupt the game.
- f) If the referee considers that an attacking figure has missed the ball before it is touched by a figure flicked for blocking, possession is lost but the defending figure may be returned if requested by the attacker.
- g) The right to take a block flick ends when an attacking figure comes to rest having missed the ball or when the ball touches a defending figure. The referee shall replace any block-flicked figure that does not comply with this law.
- h) No block flick shall be taken for a free onside flick by the attacker.
- i) If after a figure has been block-flicked it touches the ball, it does not gain possession for its team unless it has already come to rest in a standing position when the ball touches it.
- j) If a block-flicked figure touches another defending figure, the flicked figure remains where it comes to rest, the figure touched by the flicked one, however, may be requested "back" by the opponent. If one of the figures moved in such an action touches an opponent's figure or the ball, the whole action is replaced if requested by the opponent.
- k) If the attacker needs to position himself behind the defenders goal-line to play the ball, the referee shall announce "Limited flick" in this instance; once the ball has been played by the attacker, and the ball is still in play, the referee will give time to the defender for a defensive blocking flick.

Law 7 THE GOALKEEPER

7.1 The Goalkeeper on the Rod

- a) The goalkeeper on the rod shall be placed in the goal with its handle protruding from the rear of the goal.
- b) The goalkeeper on the rod may not remain on the pitch whilst the spare goalkeeper is in play.
- c) The goalkeeper on the rod may attempt to play any part of the ball that is in the goal area (with the line being part of the goal area).
- d) Movement of a stationary ball or touch after passing the ball back to the goalkeeper on the rod gives the right of a block flick to the defender.
- e) Before, during and after a shot at goal the goalkeeper may be held in any desired position in an attempt to play or save the ball within the goal-area. However, no part of the goalkeeper may go past the line of the goal-area (with the line being part of the goal area).

7.2 The Spare Goalkeeper

- a) The spare goalkeeper may not enter the pitch until the goalkeeper on the rod has been removed. The referee shall ensure that only one goalkeeper of a team (on the rod or spare) is in play at a time.
- b) The spare goalkeeper must be placed at least 3 cms behind the goal line when not in use and must not interfere with play.
- c) When the spare goalkeeper is to be used, it must be placed inside the goal area or behind that part of the goal line adjacent to the goal area.
- d) The spare goalkeeper may be flicked at the ball provided that the opposing team is not in possession. After any such flick it may not be used again until the ball has been played at or touched by another figure other than the goalkeeper on the rod of the same team.
- e) If the spare goalkeeper misses the ball or plays the ball at an opposing figure without touching one of his own figures in between, the opponent may request "three times" (= "3 x"). The spare goalkeeper then remains on the pitch and is regarded as a defending figure whilst the goalkeeper on the rod remains off. The attacker then must fulfil three flicks with the same figure. After the three flicks have been taken time must be allowed to take the spare goalkeeper off and bring back the goalkeeper on the rod. The attacker must not play on until the defender is ready to continue.
- f) The spare goalkeeper may remain on the pitch whilst a moving ball is played, but must be taken off as soon as the ball has come to rest.

Law 8 DURATION OF PLAY

- a) The duration of play shall consist of two equal periods of fifteen minutes each. The half time interval shall be maximum five minutes, minimum three minutes.
- b) The referee must add time at the end of either period to allow a penalty to be taken that was awarded before the final bell rang or to cover lost time.
- c) In cup competitions and knock-out rounds of tournaments when the score of a match is level at the end of full time, one period of ten minutes extra time shall be played.

Law 9 START OF PLAY

- a) Prior to the start of play the referee shall toss a coin. The away player calls and the winner shall have the choice of kick off or ends.
- b) At the start of play the figures of each team shall be completely in their own half of the pitch with the defending team having no figures inside or on the centre circle. The referee may alter the position of any offending figure.
- c) The ball shall be placed on the centre spot and at a signal from the referee it shall be propelled forward into the opposing half. If this is not complied with, the kick shall be re-taken.
- d) A figure taking the kick off shall not be flicked again until the ball has been played at by another figure.
- e) After each goal scored the game shall be restarted with a kick off taken by a figure of the team conceding the goal.
- f) After half time the teams shall change ends and the kick off shall be taken by a figure of the team which did not start the game.

Law 10 BALL IN OR OUT OF PLAY

- a) The ball is in play at all times after the referee has given the signal to commence unless the ball has passed completely over the goal or touch lines, or play has been stopped by the referee.
- b) The referee shall give the signal for play to recommence after any stoppage.

Law 11 METHOD OF SCORING

- a) A goal is scored when the ball has completely crossed over the goal line between the goal posts and under the crossbar as a result of having been propelled in accordance with these laws.
- b) Before being shot the ball must be completely inside the shooting area, if a resulting goal is to count.
- c) The attacking figure playing the ball must be completely inside the opponent's half, if a resulting goal is to count.
- d) If a figure propels the ball completely into its own goal, it is a goal no matter where the ball or figure was or what the ball or figure touches.
- e) If the ball rebounds off the goalkeeper on the rod, post or crossbar and passes completely over the goal line (including the goal) at the other end of the pitch, it is a goal kick no matter which figures the ball touches on its way.
- f) If an attacking figure propels the ball into its opponent's goal other than in accordance with these laws, it is a goal kick.
- g) If the ball strikes a goalkeeper on the rod that should not be on the pitch, it is a goal.
- h) A goal cannot be scored from a throw in no matter which other figures the ball touches on its way.

Law 12 FOUL PLAY AND MISCONDUCT

12.1 Direct Free Kick

For any of the following offences committed inside the offender's own shooting area the team shall be penalised by the award of a direct free kick to the other team (if committed inside the offender's penalty area by the award of a penalty). The opponent may request to play on instead of taking a free kick.

- a) Player handling the ball while it is in play (Free kick from where the ball was).
- b) An attacking figure touching another figure and then touching the ball (Free kick from where the touched figure was touched by the attacking figure).
- c) The defending player hindering or obstructing the attacking player with any part of his body (Free kick from where the ball was).
- d) Goalkeeper being moved rapidly to and fro when a shot is about to be taken (Free kick from where the ball was shot).

12.2 Indirect Free Kick

For any of the following offences an indirect free kick shall be awarded to the opposing team. A goal may not be scored from such a kick until the ball has been played by a second attacking figure. The attacker may request to play on instead of taking the free kick.

- a) Offences as listed under law 12.1., if they are committed outside the offender's own shooting area.

- b) Player's hand touching another figure of either team whilst flicking a figure at the ball (finger foul - Free kick from where the finger foul took place).
- c) An attacking figure being flicked more than three times in succession unless the ball has touched another attacking figure (Free kick from where the figure was touched for the fourth time).
- d) A figure taking kick off, goal kick, corner kick, free kick, penalty kick or throw in playing at the ball a second time without another figure playing at the ball in between (Free kick from where the figure was flicked for the second time).
- e) Player leaning or putting both hands on the pitch or board at the same time (Free kick from where the ball is at that moment).
- f) A figure being flicked when lying down (Free kick from where it was flicked).
- g) An attacking figure being flicked or moved other than in accordance with these laws (Free kick from where it was flicked).
- h) The spare goalkeeper playing at the ball twice unless the ball has touched another figure of the attacking team or possession has changed in between (Free kick from where it was flicked).
- i) Offside (Free kick from the offside position).
- j) The goalkeeper on the rod touching any part of the ball that is outside the goal area (indirect free-kick from the penalty spot).
- k) A figure playing at the ball after being flicked onside without another figure playing at the ball in between (Free kick from where it was flicked).
- l) Unnecessary talking by a player (Free kick from where the ball is at that moment).

12.3 Punishment other than Free Kick

- a) If an attacking figure flicked at the ball misses but hits an opposing figure, the opponent may request "back".
 - b) If a block-flicked figure is played not in accordance with these laws, the opponent may request "back".

For any of the following offences the referee shall abandon the game and report the offender to the relevant Association:

- c) Use of physical violence to any person.
- d) Use of obscene or foul language.
- e) Failure to accept the referee's decisions.
- f) Team being reduced to less than eight figures due to improper behaviour, the referee removing one figure for each breach.

Law 13 OFFSIDE

13.1 Offside Position

A figure is in an offside position, if at the moment the ball is played it is nearer to its opponent's goal line than the ball unless:

- a) There are two or more opposing figures (including the goalkeeper) nearer their own goal line at the moment the ball is played.
- b) The figure is completely outside the opponent's shooting area (with the line being part of the shooting area).
- c) The ball was last played by an opposing figure.
- d) The ball was last played by a figure taking a goal kick, corner kick or throw in.
- e) The figure in an offside position is flicked at the ball.
- f) The ball is completely outside the shooting area and does not touch the line.
- g) There are two or more opposing figures (including the goalkeeper) nearer their own goal line than the ball.
- h) The ball is played away from the opponent's goal line.

13.2 Onside Flick ("Tick")

- a) A figure in an offside position may be flicked onside at any time whilst the opposing team is not in possession by requesting "onside flick" or "tick".
- b) If the figure flicked onside touches an opposing figure, the opponent may request "back".
- c) If the figure flicked onside touches the ball, it is a free kick for offside from where the figure was flicked.
- d) After each onside flick play shall be held for the opposing player to take a block flick.
- e) A figure flicked onside may not play at the ball until another attacking figure has.
- f) No more than two onside flicks are allowed during any uninterrupted period of possession.
- g) Free onside flicks do not count to this quota of two.
- h) Any onside flick not taken properly counts as a normal flick at the ball.

Law 14 SET PIECES

- a) When a corner kick, free kick, penalty kick or throw in is awarded the figure taking the flick shall be taken by hand from any part of the pitch and placed near the ball. Each player may then take positioning flicks - one for a throw, two for a free kick and three for a corner kick. The defending player has the right to flick his figures last.

- b) If a figure flicked for positioning touches an opposing figure, the opponent may request "back" and the flick is lost.
- c) If there is one or more defending figures within 10 cms of the ball, the attacker may request "distance". In this case all these figures are placed 10 cms away from the ball in a straight line.
- d) The figure taking the kick may not play at the ball again until it has been played at by another figure in between.
- e) If a figure taking a corner kick, free kick, or throw in is left in an offside position, a free onside flick may be taken if requested by the attacker. This free onside flick is not allowed after losing possession and must be taken before the attacker takes any other flick. This flick does not count towards the quota of two onside flicks for every uninterrupted period of possession, and it does not give the right of a block flick to the defender.
- f) If a free kick is taken from the penalty area of the team that has been awarded the free kick the ball must pass completely out of the area without touching another figure before it is in play. If this does not happen, the flick will be retaken. The referee shall place all the opposing figures left in this area off it.

Law 15 THROW IN

- a) When the ball passes completely over the touch line it shall be flicked into play from the point where it crossed the line by a figure of the team opposite to that of the figure which played it into touch, except as described in law 15.b).
- b) A throw in can be forced when the forcing figure, the figure forced off and the ball are all completely in the same zone. The ball must then go into touch completely within the limits of that zone. A throw can also be forced when the forcing figure is in the opposing half and the figure forced off and the ball are completely in the shooting area of the same half. The ball must then go into touch completely within the limits of that shooting area. If these conditions are not fulfilled, the throw will be awarded to the defender.
- c) If the throw rebounds off the goalkeeper on the rod into touch, it is a throw in to the opposing team, regardless of which figures the ball touches on its way into touch. Exception: The ball goes into touch completely within the limits of the shooting area of the goalkeeper which the ball rebounded off and has touched an opposing figure last.
- d) Figures off the playing area may be forced off provided that the ball touches them before it goes out of play.
- e) To take the throw the ball must be touching the line where it went out of play (when viewed from above). The figure taking the throw shall be flicked in the normal manner, but it must not be on the playing area (including the touch line) at any time (ie it must not be on the playing area before, or after, playing the ball). If it is, this constitutes a foul throw, and the throw is retaken by a figure of the opposing team. A figure touching the surround and then entering the playing area does not commit a foul throw. After a foul throw both teams will gain one more positioning flick.
- f) Once the ball has come to rest, the figure taking the throw shall be replaced just off the playing area (with the line being part of the playing area) from the point on the line where the throw was taken.

Law 16 CORNER KICK

- a) When the ball is played completely over the goal line outside the goal posts or over the crossbar having last been played by or forced off a figure defending that end, a corner kick shall be awarded to the opposing team.
- b) A corner kick cannot be forced unless the ball and defending figure that the ball last touches are completely inside the defender's shooting area and the attacking figure forcing the corner is completely inside its opponent's half.
- c) Figures off the playing area may be forced off provided that the ball touches them before it goes out of play.
- d) The kick shall be taken from the quarter circle at the corner of the pitch nearest to the point where the ball went out of play. The majority of the ball must be within the quarter circle (with the lines being part of the quarter circle).
- e) A goal may be scored directly from a corner kick.

Law 17 GOAL KICK

- a) When the ball is played completely over the goal line outside the goal or over the crossbar having last been played by or forced off a figure attacking that end, a goal kick shall be awarded to the opposing team.
- b) A goal kick cannot be forced unless the attacking figure, the ball and the opposing figure which is to be forced off are all completely inside the attacking team's shooting area.
- c) Figures off the playing area may be forced off provided that the ball touches them before going out of touch.
- d) The goal kick shall be taken from the goal area on the side where the ball went out of play by any figure of the team whose goal line the ball crossed.
- e) At each goal kick each player shall be permitted to pick up and place any amount of his figures for positioning, but no figure must be moved forward in or into the opponent's half. The player taking the goal kick will place his playing figures first. No figure can be placed closer than 3cm to any other figure. Once players have been placed the only figure moved is the figure selected to take the goal kick.
- f) The referee shall allow at least five figures of each team to be placed, but shall impose a time limit for placing. Placing must stop when the kick is taken.
- g) If the ball from a goal kick does not completely pass out of the penalty area or touches another figure before doing so, the kick shall be retaken.
- h) All figures except the goalkeeper on the rod and the figure taking the kick shall be removed from the penalty area at that end of the pitch.

Law 18 PENALTY

- a) It is a penalty when an offence normally penalised by a direct free kick is committed completely inside the offender's penalty area (the line being part of the penalty area).
- b) All figures in the penalty area except the goalkeeper on the rod and the figure taking the kick shall be removed from the penalty area and 10 cms away from the penalty spot.
- c) The ball shall be placed on the penalty spot.
- d) The figure taking the kick shall be placed anywhere inside the opponent's half.
- e) The goalkeeper shall be upright with its base on the goal line and shall remain still until the kick is taken.
- f) The referee shall ensure that both players are ready before giving the signal for the penalty to be taken.
- g) The kick shall be retaken, if a goal is scored whilst an attacking figure infringes these laws, or if a goal is not scored whilst a defending figure infringes them.
- h) When time is extended for a penalty to be taken the game shall end when the ball has crossed the goal line or has stopped moving, whichever happens first. No other flick may be taken.

Law 19 PLACING AND RAISING OF FIGURES

19.1 Placing

- a) A figure leaving the playing area shall be placed just off the playing area (with the line being part of the playing area) level to where it came to rest. If the figure is a figure flicked for blocking it should be placed 3cms away from any attacking player and/or the ball towards his goal-line. If the distance from this point is less than 3cms the figure shall be placed at the corner of the playing area. If, in the opinion of the referee, a disadvantaged position for the attacker or defender would arise from "placing" he may indicate that play should continue and any "placing" of figures carried out at the earliest opportunity once play has progressed from that area.
- b) A figure leaving the playing area which strikes the surround shall be placed as per 19.1 a).
- c) If a figure touches the surround and then the ball or an opposing figure, the opponent may not request "back". The figure that touched the surround is treated as described in law 19.1.a). The touched ball and figures are replaced to where they were touched.
- d) A figure going over the playing board surround shall be replaced on the playing area as per 19.1 a) level to the point it crossed the playing board surround.
- e) Once the ball is stationary, a playing figure positioned in the goal area, goal or touching the goal area lines shall be placed by the referee just off the goal area forward in the penalty area perpendicular to the goal line.
- f) It is the players' responsibility to retrieve figures which go over the surround. Time must be allowed for retrieving.
- g) A figure leaving the playing board from the gap in the surround behind either goal should be replaced at the apex of the goal-area and goal-line, outside the nearest goalpost to where the playing figure left

the playing board.

- h) On commencement of play after placement of a playing figure. Any forcing flick by the attacker for a throw-in, corner kick or goal kick of the just placed playing figure may be attempted providing that all criteria for forcing covered in these rules is adhered to.

19.2 Raising

- a) A figure which lands on its side must be stood up to the referee's satisfaction as soon as the ball has come to rest. The attacker must then wait for the defender's block flick before he continues.
- b) 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.
- c) If the ball or another playing figure (attacking or defending) hinders the raising of a lying down figure (i.e. a gap is not sufficient to raise the figure on the fixed point as stated in 19.2 b)) then this playing figure shall be placed 1mm off the ball and/or playing figures in the direction of the playing figures own goal-line.
- d) If two or more figures rest against or entwine each other, they shall be stood up properly by the referee as instructed in rule 19.2c.
- e) A light touch of the base will put a lying figure into an upright position. If the playing figure is in close proximity to standing figures use rules 19.2 b) and c).

CONTACTS

For information with regards to these rules and instructions, e-mail contact can be made with the following organisers:

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