

RULES OF BILLIARD-HOCKEY

**Official international rule book of billiard-hockey sprtec
(Valid since 15th November 1993 for the WTHA competitions)**

**Offizielle internationale Spielregeln von Billiard-Hockey Sprtec
(gültig von 15. November 1993 für Wettspiele der WTHA)**

**Oficiální mezinárodní pravidla billiard-hockeye šprtce
(platná od 15. listopadu 1993 pro soutěže WTHA)**

I. Composition of team, time of match, starting line-up

- 1/ Each team is composed of 6 players: draughtsman goalkeeper + 5 draughtsmen marked with numbers.
- 2/ Each team shall have a minimum of 2 sets of players of different colour.
- 3/ The goalkeeper is of double-height, which is achieved by two draughtsmen stuck on one another, without further arrangement.
- 4/ The time allowed for a game are three 6-minute periods.
- 5/ In championships employed the KO system, in the case of a drawn game; the match will be prolonged by three minutes or until the sudden death, which means that the game is over as soon as one team scores a goal.
- 6/ The starting line/up is as follows: goalkeeper in the goal, defenders outside before the goal crease (area) - (must not touch the line), attackers are placed on the markings of the central circle (must cover them at least with a small part of their bodies).
- 7/ The team ballot for the first move. The other team starts second period and the third period is team again commenced by the first. The same team as the 2nd period starts the prolonging.
- 8/ After the game started each team is awarded to make alternatively one more.
- 9/ All moves must be made with a stick. The only exception is the goalkeeper who is found in the goal crease or touches the line of goal crease and moves to the starting position on the goal line. This move may be made with the hand. However it is considered a regular move.
- 10/ After team scores a goal, all players form the starting line-up.
- 11/ The teams will change sides before the commencing of each period.
- 12/ A move may be made only after the puck has been motionless.
- 13/ If the puck stays at its side, the game continues from this position.
- 14/ When the puck goes outside the playing area it shall be face-off at the boards possibly where it left the boards and the play progresses.
- 15/ The puck landing on a player-draughtsman or a player-draughtsman falling on the puck is not a subject for penalty.

II. Goalkeepers play

- 1/ The starting (basic) position of the draughtsman-goalkeeper is on the goal line going along the goalkeepers axis.
- 2/ a/ The draughtsman-goalkeeper found in the goal area in other position than the starting and when it is the team turn to move, the goal may be shifted to the starting position - the shift is considered a regular move.
- 2/ b/ The draughtsman-goalkeeper found outside the goal crease must be shifted into the goal crease or the goal with the help of a stick.
- 3/ The draughtsman-goalkeeper may strike all the players both of "his" and the opponents team if these are either found in the goal crease or if they touch the goal crease from a position outside it.
- 4/ If a draughtsman after being struck by the goalkeeper 3/ touches an opponent's draughtsman standing outside the goal crease, it is considered a

foul committed by the draughtsman-goalkeeper.

5/ a/ The goalkeeper may play the puck, which is found either in the goal-crease or anywhere in the defending zone, but cannot score a goal to the opponent (however scoring a goal to the goalkeeper's team is allowed).

5/ b/ If the goalkeeper puts the puck in the opponent's goal, scoring of goal is not allowed. The play proceeds with the starting line-up and the offending team faces-off.

5/ c/ When the goalkeeper puts the puck, which is outside the defending zone of his team, the opponent makes two successive moves - no players, however, shall be ruled off the rink.

6/ When an offence in the sense of 5c/ occurs the game proceeds with the starting line-up, the first move is made by the team which committed the offence, followed by two moves of the opponent - by the rule 5c/.

7/ When the goalkeeper or any other player is behind the auxiliary goal line the goal is empty and every puck deflected from him will score a goal.

III. Goals

1/ The puck whose greater part is put evidently across the goal line even only temporarily (it touches the inner auxiliary goal line) or the puck deflected after a regular shot or more from the goalkeeper or players standing behind the auxiliary goal line is considered a scored goal.

2/ A goal scored from the centre spot is not allowed and the move shall be repeated.

3/ A puck when put from the centre spot into own goal is considered a scored goal.

4/ A goal scored during the ringing of the bell siren is awarded if the shot occurred before the first tone of the bell. The period needed for the puck to reach the goal is irrelevant.

IV. Fouls and penalties

1/ Before a draughtsman in "his" movement along the ringing strikes an opponent, he shall touch the puck, boards or the goal frame. If this condition is not fulfilled, the move is not allowed, it is a foul.

2/ The draughtsman that was moved first and caused a foul will be send off. The team of the opposite side will have two successive moves at their disposal.

3/ If the draughtsman plays foul at the moment when he was obliged to play the puck off his own half according the rules of play activity, and does not do so, he is sent off the game and the opponent has three successive moves at his disposal.

4/ When player allowed to make two successive moves fouls after the first move, the advantage is cancelled and each team make only one move.

5/ When a player fouls after the second move of the situation under 4/ , the opponent has two successive moves.

6/ When a puck played in the two successive moves after a foul strikes the opponent player standing in the goal area is allowed and the second move may be finished - if a goal is not scored, a penalty shot is imposed. If a goal is scored in the advantage move, no penalty shot is imposed.

7/ A goal scored after a foul is not awarded. The players resume the starting line-up. The opponent faces off with two moves, in the first of which the puck cannot score a goal, but it the second move it is possible.

8/ In the cases when in the first move 7-IV a goal is scored, this is not awarded, and the players resume the starting line-up, but this time it is the other team (which was scored a goal according to the rules), to face off.

9/ A penalty shall not be imposed if the foul is immediately followed by siren (ringing).

10/ If the ring commences after the first of the two successive (improved after a player s rule off), the second move shall not be made.

11/ The draughtsman after a foul or possibly any other mistake is sent off the game for two minutes. With respect to the fact that in tournaments it is not possible at the moment, to ensure measuring the punishment, the draughtsman will be sent off for the time being in the following way:

- A/ the expelled draughtsman is off the game until one of the teams scores a goal or until the period is over.
- B/ if two draughtsmen of one team have been sent off only one comes back after a goal has been scored. At the end of the period all draughtsmen come back to the field.
- C/ if two draughtsmen of one team have been sent off and the third one plays foul he is also sent off but at the same time the first expelled draughtsman comes back and is put on the red line in the semicircle by the barrier.

V. Moves and play activity

1/ The player must "activate" one of his draughtsmen by striking it with the stick.

2/ A move already occurs at the moment when the player touches his draughtsman which may not necessarily lead to its movement. In the case the player shall not attempt to make his draughtsman move. If he does then it is considered a double move, which is penalised by awarding two successive moves to the opponent.

3/ When all players of the team leave the opponent's side, this shall carry the puck out of his zone in five moves.

A carried-out puck is the one halted on the opponent's side, or touching the centre line or the centre circle, or deflected from the boards behind the opponent's goal or its frame or a goalkeeper. If the puck has not been carried out, the opponent makes two moves.

4/ If the losing team applies the tactics 3/, the winning team shall fulfil the conditions given in 3/ in four moves.

5/ In the last but one move, before striking the puck, the draughtsman defender may enter the opponent's side and block the puck to impair its carrying out. However, the draughtsman defender shall not touch the puck.

VI. Penalty shot

1/ A penalty shall be imposed when a draughtsman-player is found in the goal crease or touches the goal crease line in the defending area and is struck with the puck shot by the opponent.

2/ To impose the penalty shot in situation 1/, the puck shall not be found behind the goal lines or touch them at any side of rink, or be in the goal crease or touch the goal crease line at either side of the rink.

3/ The distance, passed by the puck in 2/VI before striking the draughtsman in the goal crease, is irrelevant.

4/ When during the situation of 2 and 3/VI a goal is scored, advantage is allowed (the goal is awarded and the penalty shot cancelled).

5/ The penalty shall always be shot by the draughtsman concerned.

6/ A penalty shot imposed for other reason than 1-3/VI may be executed by an arbitrary draughtsman.

7/ If the opponent is awarded two moves (after a foul) and pushes the draughtsman-defender into the goal crease area and then the second move this is touched by the puck, no penalty shot shall be imposed.

8/ Execution of the penalty shot:

- A/ the puck is placed on the centre spot and the executor on the centre circle closer to "his" team a side.
- B/ the draughtsman-goalkeeper must be in the starting position, at an arbitrary distance from the goal poles.

- C/ the other draughtsmen will be removed from the area of execution.
 - D/ the executor is awarded three moves.
 - E/ in the first move "he" (draughtsman) shall touch the puck but he is not allowed to score a goal (if "he" does, the teams resume the starting line-up and the team executing the penalty shot shall make a move).
 - F/ in the first move of the penalty shooting the puck must not touch the goalkeeper. If it does, the penalty shot cancelled.
 - G/ the puck may touch the goal post.
 - H/ A goal may be scored in the second or the third move of the penalty shooting.
 - I/ if the puck gets behind the goal line after the first or second move, the penalty shooting is cancelled.
 - J/ if the executor gets with the greater part of "his" body before the puck axis, the penalty shot is cancelled.
 - K/ if the executor of the penalty shot is not successful the teams will take the starting position and the penalised team is on the move.
- 9/ When penalty shot is imposed and then the bell siren ring immediately follows, the penalty shot will be executed and the period finished just after it.
- 10/ If the bell siren rings at the moment of penalty shooting in process, this will be regularly completed.

VII. Administration

- 1/ Every player interested in participating in competitions is expected to master the "rules of table hockey" so that he may act as referee and official scorer at competitions.
- 2/ Every match is supervised by a referee who also makes the report on the match.
- 3/ Should a dispute occur, the referee's verdict following the "Rules" in the authority.
- 4/ The referee's decision is not valid if both opponents agree on a different statement.

VIII. Rink and equipment

A complete set approved for the Table Hockey League in Brno (Czech Republic) is used for the game. The league will deliver the equipment on request.

In Brno, Czech Republic 15th November 1993