



TIPP-KICK®

TIPP-KICK®



**SPIELREGELN
GAME RULES
REGLES DU JEU
REGLAS
REGOLE DI GIOCO**



Kick Your Team to Victory!

1. Set Up: Roll out the playing pitch, set up the goalkeepers, and place the blue box behind the black goal mount. Slot the goals into the goal mount, and the game can begin!
2. Teams: Two teams always compete against each other. Each team consists of one playing figure (kicker) and one goalkeeper.
3. Select the game colour: The Tipp-Kick® ball has 2 colours. Each player selects a ball colour.
4. Play: The ball colour determines who is next to kick. Players may kick the ball when the colour they selected is on top.
5. Duration of the game: A game lasts 2 x 5 minutes. At half-time, the sides and ball colours are changed.
6. Victory and defeat: Whoever has scored the most goals at the end of the playing time wins the match. The game ends in a draw if both teams have scored the same number of goals.

TIPP-KICK wishes you lots of fun playing!

GAME RULES

Object of the game: In a Tipp-Kick match, the kicker is the field player, the striker, and the defence. By pressing the red button on the top of the kicker's head, the ball is kicked, and goals can be scored. Goal shots can be taken from any position on the pitch; however, the ball must not be pushed. Conversely, goalkeepers may kick any ball, hit it away, or turn it to their own colour. Goals can be blocked by pushing the buttons on the blue box.

Play: Before the match begins, the ball is thrown into the air to determine which team gets the kick-off. The colour of the ball when it comes to rest (the side facing upwards) determines who starts the game. The kick-off is taken from the kick-off point in the centre of the pitch. The ball must leave the centre circle in its entirety at the time of the kick-off.

Attack: Shots may be taken at the opponent's goal from any position on the pitch. **Exceptions:** You cannot score a goal on a kick-off, a kick-in, or a goal-kick even if the ball hits another player beforehand and rebounds.

Defence: To ward off an attack, the defender may put up a wall. The defending kicker can be positioned or placed on the pitch. However, a minimum distance of two playing figures (15.6 cm) from the ball must be maintained. This minimum distance does not apply along the penalty line. The kicker may be placed on the penalty line even if the distance is less than two playing figure lengths. However, as soon as the ball touches the penalty line or is inside the penalty area, no wall may be put up. The attacker now has a clear shot at the goal.

Goal: The ball must cross the goal line entirely. Goals by the goalkeeper are also allowed.

Kick-off: After a goal, the opposing team has a kick-off from the kick-off spot in the middle of the pitch. Like at the start of the match, the ball must leave the kick-off circle completely.

Corner kick: If the ball lands entirely behind the end zone after the defender's kicker or goalkeeper has last touched the ball, a corner kick is awarded to the opposing team. Corner kicks are taken from the quadrant at the corner of the playing pitch on the same side as the ball rolled out of bounds.

Example 1: Player 2 shoots at the goal. Player 1 Goalkeeper defends the ball, and the ball rolls over the end line.

Example 2: Player 2 kicks the ball, it rebounds off player 1 and rolls over the end

line.

Throw-in (or 'kick-in' in TIPP-KICK®):

If the ball goes out of bounds, a throw-in is awarded to the opponent of the team that touched the ball last. Throw-ins are taken from the same place on the sideline where the ball left the playing pitch.

Example 1: Player 1 kicks the ball and hits one of player 2's figures. The ball rolls over the sideline. Player 1 may continue to play at the point where the ball rolled out of the match.

Example 2: Player 1 kicks, and the ball rolls directly over the sideline. Now player 2 may perform the kick-in.

Goal kick: If a player kicks a ball out of bounds past the opponent's goal, the defender is awarded a goal kick. Goal kicks are performed by the playing figures and directed out of the goal area. The ball must leave the penalty area in its entirety.

Example: Player 2's playing figure kicks the ball past the opponent's goal. Player 1 is awarded a goal kick.

Penalty kick: The white rectangle in front of the goal denotes the penalty area.

A penalty kick is awarded if, while in their own penalty area, the opponent:

- touches the ball with their clothing or body during the match.
- kicks the ball when it's displaying the opponent's colour.
- touches the ball with the kicker, which is positioned for defence.

Penalty kicks are taken from the penalty spot, which is the white spot inside the penalty area. The goalkeeper must stand vertically on the goal line during the penalty kick and may not move until the ball has been kicked.

Example: Player 2 uses their playing figure to kick the ball at player 1's goal.

Case 1: Player 1 touches the ball with their hand inside their own penalty area.

Case 2: Player 1 positions or places their kicker in their penalty area to defend. Player 2 is therefore allowed to take a penalty kick.

Free kick: A free kick is awarded to the opposing team for infringements of the game rules. A free kick is awarded if the opponent:

- touches the ball with their clothing or body during the match.
- kicks or pushes the ball when it's displaying the opponent's colour.
- does not kick the ball out of the penalty area at kick-off.
- if the minimum distance of two playing figures (15.6cm) is not maintained when defending.

In the case of a free kick, the defending team must keep a minimum distance of three playing figure lengths (23.4cm) to the ball. The free kick is always taken from the position where the offence occurred.

Exception: If the ball is not kicked out of the penalty area or kick-off circle, the resulting free kick is taken from the point where the ball stops.

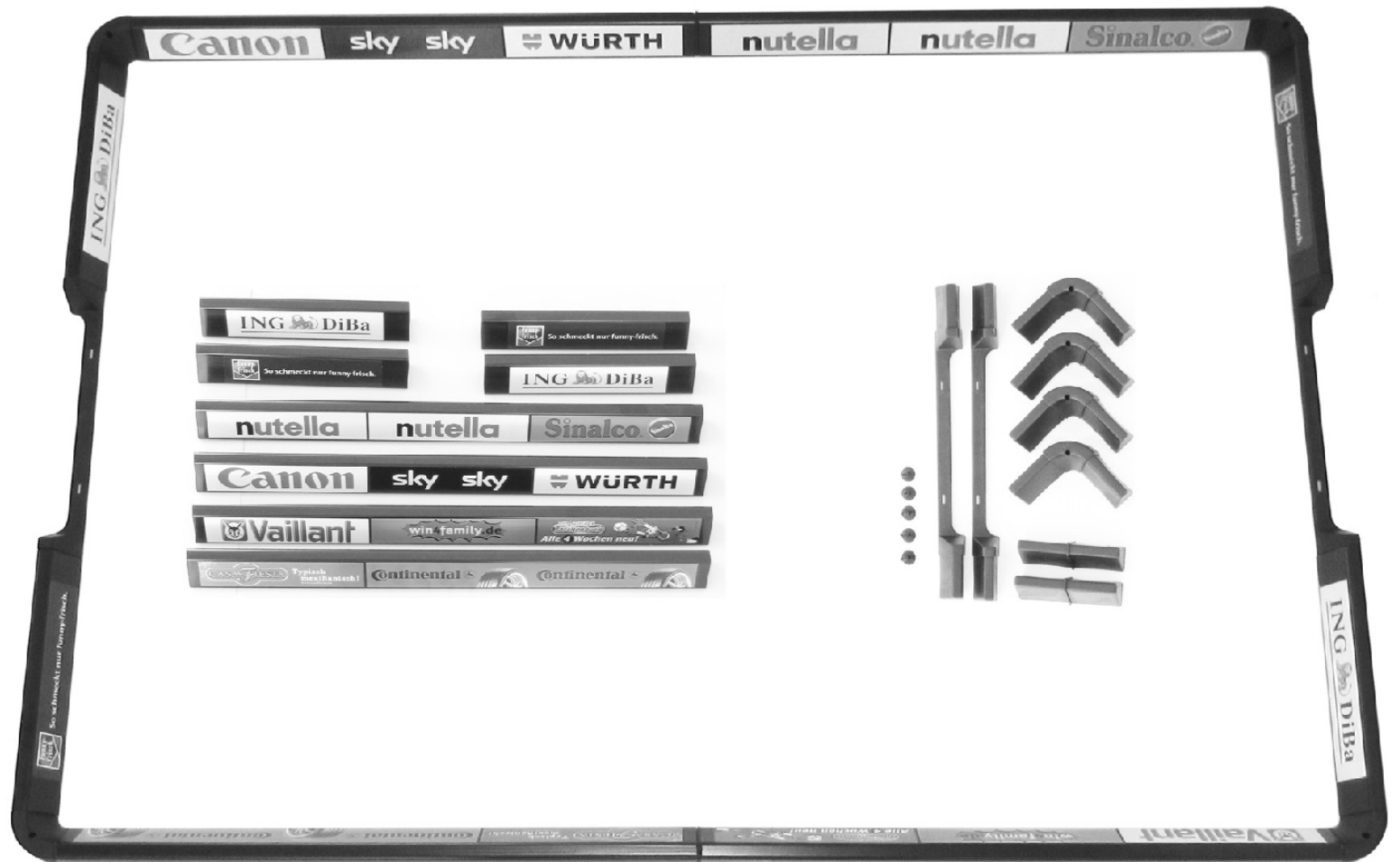
SUPER-CUP SCHWEIZ

Art-Nr. 7901



JUNIOR-CUP · CUP · SUPER-CUP AUFBAUANLEITUNG

Setup Instructions · Assemblage · Montaggio · Ensamblaje



Spielfeld befestigen
fix the felt · attacher le tapis · fissare campo · fijar campo



Spielfeld abbauen
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D

ACHTUNG! Die Verpackung nicht wegwerfen! Für spätere Rückfragen aufbewahren. Das Spiel ist für Kinder unter 3 Jahren nicht geeignet, da verschluckbare Kleinteile enthalten sind.

E

CAUTION! Do not dispose of the packaging! The packaging should be kept in case there are questions at a later date. CHOKING HAZARD! Game contains small parts and is not suitable for children under 3 years.

I

ATTENZIONE! Non gettare la confezione! Conservare in caso di richieste di chiarimento successive. Il gioco non è adatto per bambini di età inferiore a 3 anni, perché comprende pezzi piccoli ingeribili.

F

ATTENTION! Ne pas jeter l'emballage! À conserver pour toute demande de précisions ultérieure. Le jeu ne convient pas aux enfants de moins de 3 ans, car il contient des petites pièces ingérables.

ES

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