

# TIPP-KICK RULES

Effective from November 21, 2023  
Version 2023\_2

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## I. General Information

This set of rules is essentially composed of two parts:

- The actual game rules,
- A commentary deemed necessary for the game rules.

The rules, like all game rules, serve to describe the game and individual game situations and are binding for the DTKV area from August 1, 2014. They are only changed according to the DTKV's regulations.

The commentaries provide further description of individual rules and offer referees the possibility to apply the rules uniformly through exemplary case decisions or binding interpretations. Additionally, they help players adapt their behavior to the set framework.

This rulebook in its current form cannot cover all possible extreme situations, despite the best efforts of its authors. However, it should be possible to provide decision-making and behavioral guidance through exemplary rule application or binding interpretation. Should special situations arise in individual cases, they should be decided analogously. If such cases become known, all involved parties are asked to share these cases to enable their inclusion in the existing rulebook.

All players acting as referees are urgently requested to decide only based on the existing rulebook to ensure uniformity of the game everywhere and at all times. It is permissible to note that referees should use their intervention and decision-making possibilities to ensure a fair game flow at all times.

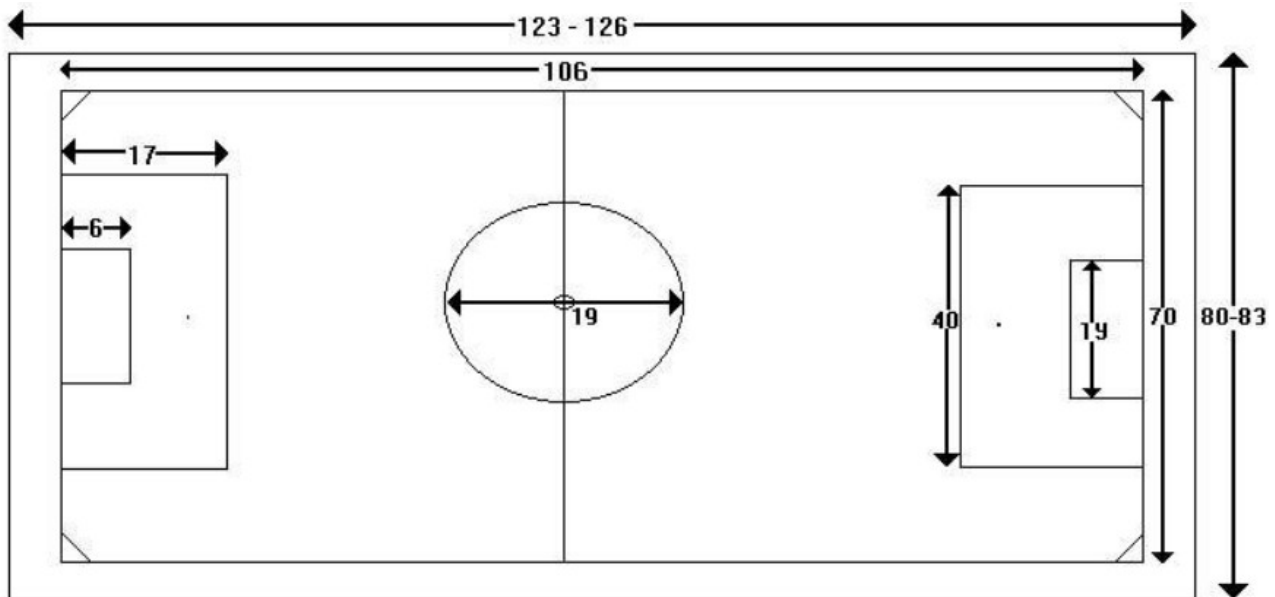
## II. Definitions

The following terms are frequently used in the subsequent rules and comments and are explained in more detail here:

1. Player: A player is always the person who operates the individual playing figures.
2. Playing Figures: Playing figures include all kickers and goalkeepers used during a game.
3. Kicker: A kicker is the playing figure used as a field player equipped with a shooting mechanism.
4. Goalkeeper: A goalkeeper is the playing figure consisting of a goalkeeper figure, a connecting rod between the figure and the control box, and the control box itself.

## Rule 1: Playing Field and Tournament Plate

1. The playing field and tournament plate must correspond to the following plan (dimensions in cm):



2. The playing field must be rectangular. Its length is 106 cm, and its width is 70 cm. It should be delineated with clearly visible lines, with the line width not exceeding 2 mm. The corner playing areas are located at all four corners of the field, formed by a quarter circle with a radius of 3 cm. Distinct white and black markings (e.g., adhesive tape, board painting) should be placed outside the field or on the boards at the respective halves. The playing field is covered with felt.
3. The tournament plate must also be rectangular. Its dimensions must correspond to the above plan, with a length between 123 and 126 cm and a width of 80 to 83 cm. The tournament plate is formed from a solid, flat base plate surrounded by boards, which must be 3 to 5 cm high from the top of the playing field and interrupted in the middle behind the goals for a length of 19 to 22 cm. The tournament plate must be horizontally level on a solid surface and should be 75 cm above the floor.

### COMMENTARY:

The goals must be attached in the middle behind the goal areas so that they cover, but do not extend over the goal line from above. The goals must be made of solid material, and only goals licensed by the DTKV may be used. Currently, these are the goals manufactured by Dieter Mönning and Bernd Weber. These meet the requirements in size and other aspects, excluding frequent replacement. The goals must be closed at the back with a net that does not extend over the posts or the crossbar into the field and should be fixed with adhesive tape or similar to avoid detachment from the goal frame. A rubber or similar material must be placed at a certain distance from the goal line to allow goalkeeper movement but prevent the goalkeeper control box from crossing the goal line into the field. The rubber (one piece) should not touch the tournament plate (hang down), and its diameter must be 5 mm.

The felt serving as the playing surface must be one piece and green. The playing field lines must contrast clearly with the playing surface, with white lines recommended. To

prevent the felt from being torn or scuffed in the area behind the goals, it is recommended to spray with clear lacquer or cover with plastic film. Adding foreign objects to the felt (e.g., plastic film extending into the goal, clear lacquer spraying on parts of the infield) is prohibited. The felt must be affixed to the base plate to prevent slipping and must be glued. There should be no visible holes on the field. The field lines must be maintained and renewed as needed, in order to be clearly visible, and uninterrupted at all times. The national tournament director is responsible for addressing deficiencies in the tournament playing field during tournament play and ensuring they are corrected. Clubs are required to provide two plates as per the commentary for team competitions.

The length of the tournament plate must allow the entire goalkeeper to be placed on the plate, even if the goalkeeper figure is inside the goal between the goal line and the rubber. The height of the boards above the playing field should allow unobstructed ball play, which is ensured with a height of 4 cm. The boards should be between 3 and 5 cm high to prevent the ball from frequently falling off and delaying the game. The playing plate should be set up at the specified height above the floor, with deviations of up to 5 cm allowed. The plate should be stable and level, meaning it should not be easily moved to prevent external influence on the game and ball position. To prevent slipping, a non-slip mat (e.g., rubber mat) might be placed under the plate. The referee ("SR") must check the proper and regular condition of the tournament plate before the game and demand correction if necessary.

If a defect occurs during a game, it must be fixed immediately (e.g., replacing a broken rubber). The SR stops the time and allows the remaining time of the half to be played after the repair. In exceptional cases, it is permitted to continue on another tournament plate if a quick repair is not possible and both players agree. The time delay caused by the plate change must be compensated for by the SR.

## **Rule 2: Game Pieces**

1. The game is played with one kicker and one goalkeeper. The original player material from the company MIEG is approved for DTKV game operations, with the exception of the forward-tilting goalkeeper. Up to five kickers can be used as field players. In the case of an obvious defect, it is allowed to replace one kicker with another. The replacement of a defective kicker is only permitted once during a game. The goalkeeper can also be replaced in the event of an obvious defect. The referee decides on the replacement of game pieces.
2. The kicker may be modified but not enlarged in size. The height of the kicker must not exceed 7.8 cm. Other materials besides the original material may be used, provided their dimensions do not exceed those of the original material in its raw form. For stabilizing the kicker, a weight of max. 1 cm height and 1.5 cm maximum diagonal is allowed. The weight must not overhang the base plate of the kicker. The diameter of the button on the top must not exceed 0.6 cm, and the height must not exceed 0.5 cm. Taping the kicker is only permitted to secure the suspension rod and on the back of the kicker, otherwise prohibited. Modifying the base of the kicker is not allowed. On the connecting bar between the kicker's standing leg and the weight, a structure of a maximum of 5 mm in height and a width corresponding to the width of the connecting bar may be added.
3. The goalkeeper figure must not be enlarged or altered by filing. The length of the wire between the exit from the control box and the figure must not exceed 7 cm. This measurement can deviate for original material but is still only permissible if the 7 cm rod length is not exceeded. The diameter of the wire must not exceed 2 mm.

The control box must be cuboid and have the following dimensions: Width: 4.00 cm, Depth: 2.50 cm, and Height: 2.00 cm (+/- 2 mm). The four edges of the front surface, as well as the edges on the left and right of the upper surface, may not be interrupted or removed.

4. If a player is found using non-compliant material during a tournament or game, they will be immediately disqualified and may face a suspension from play (both team and individual) for up to one year. The player will be reported to the association by the organizer/tournament management, and the suspension will be determined and announced by the association.

#### **COMMENTARY:**

The referee must ensure that the game pieces are in proper condition before the game begins. Non-compliant game pieces must not be allowed for play, and the use of compliant game pieces must be insisted upon.

During the game, each player is allowed only one kicker and one goalkeeper on the field at any time. Depending on the game situation, it is permitted to use kickers interchangeably. This means that, for example, when using four kickers, three must remain outside the field but on the tournament plate. These must not interfere with the ball's movement within the field. If multiple kickers of a player are on the field, the referee must notify the player and require the removal of the additional kicker. Failure to comply may result in a warning or even a game interruption if the additional kicker causes interference.

If a game piece is touched by the ball or hinders the ball's movement within the field, specific rules apply (see Rules 13 and 14).

An obvious defect of a game piece is when it can no longer perform its intended function or does not comply with the rules due to external influence.

An obvious defect of a playing figure is present when it can no longer be used for any of its intended tasks or no longer complies with the rules due to external influence. If a kicker can no longer be used for shooting, it is just as much a reason for replacement as if its base plate or the additional weight comes off or breaks during the game. A goalkeeper is obviously defective if the unit between the control box, rod, and figure is no longer intact, the mechanism (buttons) in the control box is no longer usable, or parts of the figure break off. Except for the defect of a possible mechanism, in all cases the goalkeeper must be replaced, as it no longer complies with the basic rules. If a player's goalkeeper needs to be replaced more than once in a game, this is permissible and, depending on the circumstances, also necessary.

The referee must always be made aware of the replacement of playing figures unless he himself demands the replacement. He then allows the replacement when the game is interrupted (see "Ball out of play"). Another case is when a goalkeeper must be replaced in any case. The referee then interrupts the game himself and continues after the replacement with the possible game situation that existed before the interruption, restoring the original situation if necessary (position of the ball). If a goal is scored when a goalkeeper defect exists, making the replacement of the goalkeeper necessary, this goal does not count as the game is considered interrupted beforehand. The referee also restores the original situation here. If a goal is scored while attempting a save by the goalkeeper, and a defect occurs requiring his replacement, the goal counts, and the interruption occurs afterward.

The referee must interrupt the game until the defect is fixed at the indication of a player regarding a defect in a playing figure that does not necessarily require replacement, i.e.,

can be immediately remedied.

A playing figure that has been replaced once in a game may not be used again in the same game, even if the defect has been remedied in the meantime. Another case is when a defective kicker is repaired during the game instead of being replaced and then reused, regardless of whether the player himself or another person has repaired the kicker. If the kicker has left the tournament plate for repair, the referee must verify its proper condition upon return. The same applies, of course, to the replacement of all other playing figures. Repairing a kicker or even several as described does not count as a replacement under this rule and is permissible.

The referee can compensate game delays caused by replacing or repairing game pieces by adding extra time.

It is expressly stipulated that only the size and shape of the goalkeeper control box are prescribed to not impair individuality. This means that the control box can be made from various materials and does not need to be closed on all six boundary surfaces. Recessed grips are permissible as long as they are attached or embedded in one of the surfaces. The cuboid shape of the control box must not be altered. The weight of the box is also not specified. Deviations in the dimensions of the control box of  $\pm 2$  mm are allowed. Control buttons are permissible if they correspond in type and size to those of the original material; however, it is not permitted to attach additional items (e.g., handles between the buttons, support rods on the buttons, etc.). The height specification of the control box refers to the height without the control buttons in the case of "push-button goalkeepers."

The goalkeeper rod may only exit the control box on the longer side surface in the middle at a height of 3 to 8 mm above the base surface and enter the goalkeeper body at a height of 3 to 6 mm.

The angle between the goalkeeper rod and the figure must be at most perpendicular, meaning it can only be smaller towards the control box.

### **Rule 3: Ball**

1. Only the black-and-white balls produced by the company MIEG are approved for gameplay.
2. Only one ball is used in a game. A ball change is only permitted in exceptional cases, with the decision made by the referee.
3. The ball is moved by pressing the button above the head of the kicker, causing the movement of the kicking leg. The position of the kicker can be arbitrary (shooting). The ball must not be pushed with the kicker, nor moved without pressing the button and thus moving the kicking leg. The ball may be moved by the goalkeeper according to the rules.
4. Play is only allowed when the player's own color appears on top of the ball, except when the ball is moved by the goalkeeper, this can be done even if the opponent's color is on top.
5. At halftime, there is a change of colors and sides. Whoever played with the white side on top now plays with the black one and vice versa.

## **COMMENTARY:**

An exceptional case leading to a ball change during the game occurs when the ball is removed from the tournament plate by a game action and becomes untraceable, or when the ball is damaged during the game and no longer ensures regular play. The referee decides on the use of a new ball and which new ball to use, and is entitled to make up for the lost playtime in the same half. The referee must also ensure the proper condition of the game ball before the start of a game and particularly choose it. Additionally, the referee must ensure that at least one spare ball is available. If a player prevents the game from continuing with the same ball, they are to be warned if the ball is retrievable. In case of repetition, the game must be aborted (see Rule 15). These penalties only apply if the player acts willfully. If the ball is intentionally made unusable or cannot be found without delay due to some other willful act, the game must be aborted immediately.

A movement of the ball occurs when the ball is moved from its resting position. This movement is only in accordance with the rules if it is either performed correctly with the goalkeeper or if it is caused by pressing the button above the kicker's head, resulting in the movement of the kicking leg. However, it must be restricted that this movement is not performed correctly if, although the kicker mechanism (button-kicking leg) was activated, the ball does not leave the foot of the kicking leg or is partially carried or shoved by it (so-called "Stuttgarter"). The movement of the ball caused by such gameplay (e.g., tipping or carrying the ball in the same position to another point on the field) is considered moving in the sense of this rule and is therefore not permitted. The speed at which the ball is moved is not decisive. It should be noted that the ball can be pushed quickly and shot slowly. Explicit reference is made to the penalty regulations of Rules 13 and 14. Further details on the proper use of the goalkeeper in moving the ball are determined in Rule 6. Moving the ball with the opponent's color by the kicker always leads to the application of the penalty measures of Rules 13 and 14.

## **Rule 4: Game Time**

1. A game consists of two halves of 5 minutes each. The playing time lost due to interruptions is to be added to the respective half depending on the type of interruption.
2. An overtime period consists of two halves of 2 minutes each and follows immediately after the regular playing time.
3. Neither in normal playing time nor in an overtime period is there a halftime break.

## **COMMENTARY:**

The playing time begins and ends with a clear signal, which can be given orally or by a sound signal. Other types of signaling are permitted in special cases (e.g., deafness).

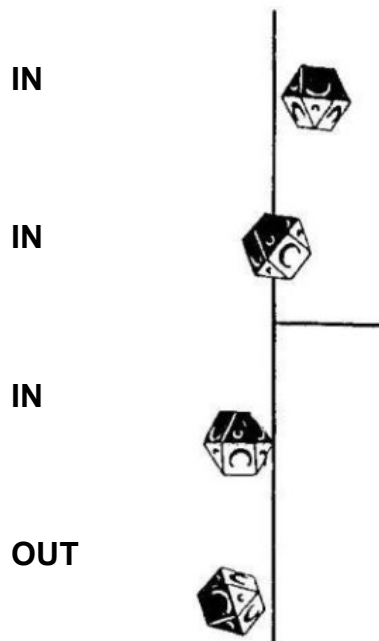
All signals used must be chosen in such a way that they are understandable and unmistakable for all players. The last minutes of the second half and the second half of an overtime period should be clearly indicated, with a verbal notice such as "The last minute" or "Last minute running!" to avoid confusion with the end of the game signal.

An overtime period always follows immediately after regular playing time, when play continues without any further necessary interruption. Normally, sides are not switched for overtime, but a new side draw must be carried out by the referee if at least one player requests it (see Rule 9). Playing time includes all extra time set by the referee. The referee decides on the duration and necessity of extra time, unless required by other rules.

A game is only over, when all actions allowed after the final signal (see Rule 13 and 14) have been properly executed. If time-wasting is penalized (see Rule 7), the referee must allow at least 10 seconds of extra time. Extra time must be announced by the referee during the game.

## Rule 5: Ball In and Out of Play

1. The ball is out of play when:
  - it has completely crossed the goal line or sideline on the field or in the air.
  - the game has been interrupted by the referee.
2. The ball is in play at all other times, even when:
  - it rebounds from the goalpost or crossbar back onto the field,
  - a rule violation is suspected by the referee but no decision has been made.



### COMMENTARY:

The ball is considered to have crossed one of the boundary lines, when, from above perspective, no part of the ball covers any part of the respective line. This means the ball is in play as long as any part of it from above is touching the line (line contact).

If the ball is moving in the air, the above description cannot be provably applied. The referee solely decides whether the ball is in or out of play based on their impression.

An interruption by the referee occurs when it is clearly indicated either verbally or, if not otherwise possible, by an unambiguous gesture. An interruption will generally be decided when a rule violation is penalized or there is a defect in the game equipment (tournament plate, playing figures). In case of a defect in the game equipment, the players can inform the referee if they have not noticed themselves. The referee decides the timing of an interruption and waits for a regular game interruption from the gameplay situation (e.g., ball over one of the boundary lines).

In all cases where it is not clearly evident whether the ball has line contact, the referees must clearly indicate whether the ball is in or out of play to avoid confusion for one or both players. If this is not clear at first glance, the game is paused until the referee makes a decision (exception: goal line).

## Rule 6: Defense

1. The kicker and/or goalkeeper always act as defenders when the opponent is in possession of the ball.
2. For the purpose of defense, the goalkeeper ...
  - must not be obviously bent forward.
  - must not be turned upside down.
  - must not be located outside the goal rubber, with the control box behind the goal rubber and the goal line and the figure either on the field or behind the goal line, inside or next to the goal, wholly or partially.
  - must not be touched on the figure by the player's hands.
3. For the purpose of defense, the kicker ...
  - may be positioned or placed at least two kicker lengths away in the opponent's shooting path, must have ground contact, and must face the field with its back.
  - must not be used within their own penalty area.
  - may be positioned or placed less than two kicker lengths in the opponent's shooting path, if the kicker's feet touch or lie on the penalty area line, provided the outer edge of the kicker touches the line (the rest of the kicker is within the penalty area).
4. For the purpose of defense, the hand of the player controlling the goalkeeper must not be placed under the goal rubber. An improper defensive posture will be penalized by the referee with a free kick. The free kick will be executed from the same spot as the previous shot attempt. If the finger is hit, a goal will be awarded. Repeated violations will first result in a warning and, in extreme cases, lead to the game being forfeited.
5. Defense is distinguished between active and passive defense:

Passive defense by a figure occurs when it is hit by the opponent without being moved itself. If a defensive player is moved after the ball has already been played by the opponent and the ball hits this figure, it is considered active defense. Active defense by the kicker is not permitted, even if the kicker is touching the ground while doing so.
6. A defense by the goalkeeper within the meaning of this rule does not occur if the ball has previously rested on one's own color. In contrast, an (active) defense occurs if the ball has previously rested on the opponent's color. However, when touching the ball - even on one's own color - by the goalkeeper while simultaneously crossing the goal line with the control box, the measure of point 8 of this rule applies. If the defending player's hand touches the figure when contacted by the ball, the action is repeated, and in case of repetition, a free kick is taken from the shot position.



7. If a rule violation regarding point 3 of this rule occurs because the kicker was placed or laid less than two kicker lengths in the opponent's shooting path, the defense must subsequently be positioned exactly three kicker lengths away, if possible. If this is not possible because the distance to the penalty area is less than three kicker lengths, the defending kicker must be placed on the penalty area line. The subsequent shot is not considered a free kick. Otherwise, the penalty measures of rules 13 and 14 apply if:
- There is a violation of points 2, 3, 4, or 9 of this rule,
  - An active defense by the kicker is performed.
8. The aforementioned penalty measure does not apply to point 2 of this rule if the goalkeeper's control box is pushed over the goal line while touching the ball resting in their own penalty area. Initially, the player controlling the goalkeeper is warned, and the referee restores the original situation unless the attacking player has gained an advantage. In the case of repeated offenses, the defending player is cautioned, with further repetitions invoking the measures of rule 15.
9. The positioning of the defense kicker must occur within 3 seconds. After 3 seconds, the defense kicker must not be moved from its position and must be released until an opponent's shot is taken. This rule applies to all direct (e.g., shots on goal, corners) and indirect actions (e.g., goal kicks, kick-offs, kick-ins). The time for setting up the defense (3 seconds) begins when the attacker has finally positioned the ball, or the ball has come to rest on its own. If the attacker subsequently changes the position of the ball (e.g., during color placement, or free kick), the defending player has another 3 seconds to set up the defense. If a player has not completed the positioning of the defense kicker after the 3 seconds, the referee will order this by a verbal statement (e.g., "DEFENSE FIXED" or "FIXED"). If the defending player does not comply with this instruction or touches the defense kicker again after the 3 seconds, a free kick from the place of the offense will be decided in accordance with Rule 6 (Defense - point 7).

#### **COMMENTARY:**

The term "defense" encompasses all situations arising during the game, as one party is always in a defensive position when not in possession of the ball, particularly obstructing the opponent's shooting path and defending with the goalkeeper.

All game pieces, that are properly on the field, function as defenders whenever the opponent has the ball. It is irrelevant whether the game pieces intentionally aim to disrupt the opponent's game action or not.

The kicker must always have ground contact for defense and must not be moved. Therefore, it is not allowed to throw the kicker into the opponent's shooting path or knock it over when the ball has already been moved. When the kicker is knocked over, it most likely still has ground contact with part of it at all times but is being moved, which constitutes an active defense in the sense of this rule, and is not permitted by the kicker. However, these impermissible defensive actions are only punished, if the defending kicker touches the ball.

The kicker must always be positioned with its back facing the ground during a lying defense. The kicker is only facing the ground with its back when lying down; there is no other way to do this. The lying defender is only allowed if it is positioned at least two kicker lengths or more away from the ball. Two kicker lengths are 15.6 cm. To measure the

correct distance, a measuring instrument (e.g., a wooden stick with a length of 15.6 cm) can be available at each playing field so that the distance can be measured precisely by the referee if necessary.

Defensive play with a minimum distance of 15.6 cm is only restricted when the ball is less than two kicker lengths from the penalty area line of the defending side. If the ball is within two kicker lengths of the penalty area line of the defending player, the kicker must be positioned such that its side facing the ball is aligned with the penalty area line, so that the majority of the kicker is within the penalty area, without actually being considered inside the penalty area according to this rule. Similarly, a kicker standing on the penalty area line must have the foot of its standing leg on the line, so that the majority of the kicker is also within the penalty area.

For the kicker in standing position, it is noted that it is not allowed to move the kicking leg into any position other than hanging down. The same applies correspondingly to the lying defensive kicker. The penalty measures of rules 13 and 14 apply only when the kicker is hit by the ball. An exception to this is the so-called blocking of the ball by the kicker. This is understood to mean that the kicker is not positioned at a sufficient distance from the ball. This can be done, for example, to prevent a quick shot on goal by the opponent or for other purposes. If such blocking occurs, it is considered an obstruction within the meaning of rule 7 and should be penalized accordingly. At the same time, it constitutes a serious rule violation within the meaning of rule 15.

The goalkeeper must be positioned within the goal, i.e., with the box behind the goal rubber and the goal line, with the figure on the field either inside or beside the goal, and not upside down. It is allowed, for example, to lift the figure with the control box to possibly defend against high balls. If the ball rests in the penalty area, regardless of its color, and the player attempts to move the ball with the goalkeeper while crossing the goal line with the box (parts of it are sufficient), the referee will restore the original situation if the ball was moved by the goalkeeper, as the goalkeeper was not used according to the rules.

The same applies if the player places their hand under the goal rubber (again, a part/finger is sufficient). In any case, the respective player should be warned, even if they did not move the ball with the goalkeeper. Further penalty regulations are detailed in rule 15.

The distance rule does not apply to defense by the goalkeeper.

However, the kicker may not be placed or laid on the penalty area line to defend a free kick if the ball is less than three kicker lengths away from the penalty area line (see Rule 13).

Active defense by the kicker is not allowed, but the referee decides whether active defense has occurred. Active defense does not occur if the defender is touched by the ball during movement but has ground contact and tries to remove the kicker from the shooting path or to establish a permitted defense situation if it did not already exist. This means that the kicker was not at the required distance from the ball within the shooting path to the goal. In the latter situation, it is important that the kicker had the required distance from the ball at the moment of contact or from the ball's starting position. Moving a kicker as a reaction to a changed ball position is also not active defense, even if the kicker is hit by the ball during its backward movement. However, the kicker must have ground contact in this case. If a player's hand is hit while moving the kicker, and the ball does not go into the goal, the shot is repeated (no free kick!). If the ball goes into the goal, it is considered a goal. The same applies if the kicker is hit during the backward movement.

Analogous rules apply to all other game situations. Ultimately, the referee's impression is decisive. Further restrictions on active kicker defense arise from closed play situations (see Rule 13). If the attacker gains an advantage (goal) despite active kicker defense, the goal counts. It is the player's responsibility to adhere to the 3 seconds for setting up the

defense. The referee's order has a cautionary character and is not just a hint. Therefore, as with all warnings, the measures of Rule 15 apply in case of accumulation.

After the 3 seconds have elapsed, the player must not be touched. This prevents barely visible movements of the defense figure (for the referee and opponent). After the opponent's shot (= as soon as the ball is in motion), the defense figure can be completely removed from the shooting path. If the defense figure is played, there is a free kick. In all considerations, the facts of active defense remain.

## **Rule 7: Obstruction**

1. Obstructing the opponent during the game is not allowed.
2. Obstruction occurs when an active or passive action partially or completely prevents the opponent from utilizing their play opportunities.
3. If an obstruction occurs according to this rule, the penalty measures of Rules 13 and 14 apply depending on the situation.
4. In case of repeated violations, the measures of Rule 15 apply.

### **COMMENTARY:**

As mentioned, obstruction occurs when an active or passive action hinders the opponent from utilizing their play opportunities. This includes any action that irritates or distracts the opponent or prevents their game pieces from being used according to the rules. Specifically, this includes all physical interferences such as holding the player or the kicker, blocking the goalkeeper figure during a defensive attempt, holding a hand in front of the ball and game pieces, or holding a hand in front of one's own goal. Holding a hand in front of the ball means placing a hand between the kicker and the ball and the opponent so that the opponent cannot see when the shot is taken. Moving the game board during the game or blowing the ball away are also considered obstructions.

If a player wears a head covering and this could lead to a possible visual obstruction of the opponent or referee, it must be removed or worn in such a way that no obstruction in the game can arise. Furthermore, disturbances occur, if a player tries to distract their opponent verbally, i.e., by talking or even insulting them, trying to irritate or confuse them.

So-called time-wasting is also considered an obstruction in the sense of this rule because the resulting loss of time can disadvantage the opponent. Time-wasting includes all intentional actions that are causing to consume more playtime than necessary for a particular game situation or to gain time by kicking the ball away. Time-wasting also occurs when the ball rests within the goalkeeper's reach on the opponent's color, and whenever the opponent wants to play the ball, the ball is turned with the goalkeeper to the player's own color, and when the opponent retreats to defend, the ball is turned back to the opponent's color, and so on. An obstruction is only to be penalized if no advantage arises for the opponent from the situation and if the obstruction was intentional.

All obstructions are serious rule violations in the sense of Rule 15 and are to be penalized by the referee depending on the location of the incident.

In the penalty area, the player may not push the opposing goalkeeper away in order to play the ball in a better way. However, there is also no obligation for the goalkeeper to step aside. If necessary, the ball must be played from another direction.

## Rule 8: Shot on Goal

1. Each direct action from any point on the field can be a shot on goal.
2. A goal is scored when the ball has crossed the goal line with its full circumference within the regular playing time. If the ball is prevented from crossing the line by a protruding goal net or goal rubber or by the protruding frame of the goalkeeper, the goal line is considered crossed.
3. Goals scored by the goalkeeper are also valid in principle.
4. A player must make a shot on goal by the second ball movement at the latest (according to Rule 3). (Shots that hit the opponent's goal or an opponent's figure are considered shots on goal.) If this does not happen, an indirect free kick must be awarded from the spot where the ball stopped. An indirect free kick is treated like a kick-in.
5. Playing the ball must be done within 7 seconds; this applies to all direct (e.g., shot on goal, corner, passing) and indirect actions (e.g., goal kick, kickoff, kick-in). Intentional time-wasting can still be penalized.
6. Indirect actions such as kickoffs, kick-ins, or indirect free kicks may be played back to the own goalkeeper and positioned by it. If the ball completely crosses the own goal line (line between corner point and goal post), the goal line (line between the posts), or touches the own goal net, goal rubber, or the goalkeeper's frame, the opponent is awarded a corner kick. Additionally, a corner kick can also be played back and positioned by the goalkeeper. However, an own goal, i.e., a goal for the opponent, can occur when playing a corner back.
7. In all other actions that can directly lead to an own goal, the ball may not be played back to the own goalkeeper. If the ball is still played back to the own goalkeeper in violation of the rules and the goalkeeper touches the ball, the opponent is awarded an indirect free kick from the point of the illegal shot.

### COMMENTARY:

Only direct actions can lead to a goal. Indirect actions are only kickoffs, goal kicks, and kick-ins. If indirect actions end in the ball crossing the goal line before their execution is completed, no goal is scored (see also Rules 9, 10, 11). This leads to a goal kick or corner kick, depending on the situation.

Any direct action can result in both opponent goals and own goals, unless restricted by Rules 13 and 14.

Goals by the goalkeeper are considered goals that are scored through active or passive defense by the goalkeeper or any other movement of the ball by the goalkeeper (see Rule 6.6). The only restrictions on goalkeeper goals are in Rules 13 and 14. A pass according to section 4 is a shot that neither hits an opponent's figure nor the goal, provided that the ball remains in play and the shooter's color is on top. Kickoffs, goal kicks, and kick-ins are considered passes, i.e., after a set piece, a shot on goal must follow. If the attacking right changes, the new attacker also has one free pass. If the attacking player changes the position of the ball (e.g., during a kick-in), the defending player has another 3 seconds to set up the defense. The 7 seconds for the action remain unaffected. If the attacking player only changes his figure, the defending player does not have another chance to set up his defense.

According to section 4, an indirect free kick is only decided on the second pass if the ball

remains on the own color. If the ball remains on the opponent's color or lands out of bounds, the opponent simply continues.

The ball may still be played back to the goalkeeper. This return to the goalkeeper and the free positioning of the ball by the goalkeeper form a unit and are considered one pass in sum. However, if a pass has already been played (e.g., through a kick-in), and the ball is only then played back to the goalkeeper, no further shot can be made with the playing figure after the goalkeeper has freely positioned the ball. The goalkeeper must instead make some form of a shot (or hit the ball out). Otherwise, there is a free kick for the opponent.

If the player visibly and repeatedly exceeds the 7 seconds for a shot, he is warned by the referee for time-wasting, and all measures regarding the prevention of time-wasting are applied if necessary.

## **Rule 9: Kickoff**

1. The kickoff is done at the beginning of the first and second halves (including extra time) and after a goal is scored.
2. The player with the white color starts the game at the beginning and after the halftime change, as well as in both parts of extra time. After a goal, the player that suffered the goal takes the kickoff. The assignment of which player starts with white at the beginning of a match is taken from the game protocols (team and tournament).
3. The kickoff is taken from the center mark. The ball must completely leave the center circle.
4. After an illegal kickoff, the opponent has the right to a free kick from the center mark.
5. The kickoff cannot be a direct or indirect shot on goal.
6. The kickoff is considered complete once the ball has come to rest.

### **COMMENTARY:**

The kickoff must completely leave the center circle, meaning it must not cover the line after execution. The kickoff is also considered executed if the ball has left the center circle at least once during execution but runs back into the circle or touching the line after coming to rest. The kickoff is considered executed when the ball has visibly come to rest. However, the kickoff is not considered executed if, for example, it is played back to the goalkeeper and then redirected by the goalkeeper before coming to rest. In such cases, the kickoff is executed only when the ball comes to rest after the goalkeeper's intervention. If the ball is played over the goal line due to such a situation (applies to both sides), no goal is scored as the indirect action has not been completed. The same applies when hitting player figures and goal boundaries (posts, crossbar).

If the ball leaves the field before the proper execution of the kickoff, it is considered executed even if it has not come to rest in the field. The game then continues with a goal kick, kick-in, or corner kick as appropriate.

An illegal kickoff occurs when the ball has not left the center circle or has not been properly moved (see Rule 3).

In team games, the player who starts with white in the first half is the one assigned a referee from their own team for that individual game according to the game protocol.

## **Rule 10: Goal Kick**

1. The goal kick is taken with a player figure from within the goal area, and the ball must leave the penalty area entirely.
2. After an illegal goal kick, the opponent has the right to a free kick from the point where the ball last rested, provided no more severe rule violation is present.
3. The goal kick cannot be a direct or indirect shot on goal.
4. The goal kick is considered complete once the ball has come to rest.

### **COMMENTARY:**

The goal kick is used to put the ball back into play after it has crossed the goal line. It is taken when the opposing team was the last to touch the ball, even indirectly, before it crossed the defending team's goal line.

A goal kick is also awarded if the opponent plays the ball over the goal line before completing an indirect play action such as a kickoff, goal kick, or kick-in.

The referee should inform the player about any incorrect positioning of the ball before the goal kick.

The rules for properly leaving the penalty area and completing the goal kick are analogous to those for the kickoff.

A more severe rule violation is detailed in Rule 14.

## **Rule 11: Kick-in**

1. The kick-in is taken from the point on the sideline where the ball left the field of play. It is executed by the opponent of the player who last touched the ball, with the ball having to travel a distance equal to its circumference, i.e., 4.5 cm.
2. After an illegal kick-in, the opponent has the right to their own kick-in from the same point on the sideline, provided no advantage was gained or no more severe rule violation occurred.
3. The kick-in cannot be a direct or indirect shot on goal.
4. The kick-in is considered complete once the ball has come to rest.

### **COMMENTARY:**

The kick-in serves to bring a ball back into play, that has gone out by crossing the respective sideline. The referee must determine by sight that the required distance (4.5 cm), necessary for a proper kick-in, has been covered, even in a curved trajectory, since there is no (auxiliary) line as with a kickoff or goal kick. The same applies, of course, to playing in a straight line. This means that the decision or approval of the respective referee regarding the proper execution of a kick-in is decisive.

If the opponent gains possession of the ball after an improperly executed kick-in, the advantage rule applies. However, this is not the case if there is a more severe rule violation by the player executing the kick-in. A more severe rule violation is detailed in Rule 13.

The completion of a kick-in follows the same principles as those for a kickoff or goal kick.

## **Rule 12: Corner Kick**

1. If the defending team's player figures last touched the ball before it completely crossed their own goal line, a corner kick is awarded to the attacking team.
2. The corner kick is taken from the quarter circle nearest to the spot where the ball crossed the goal line.

### **COMMENTARY:**

The corner kick serves to bring back into play a ball, that has gone out by crossing the goal line. The opposing team is awarded a corner kick whenever the ball crosses the goal line of the team, whose player figures last touched the ball. For example, if a shot on goal hits the post and then crosses the goal line of the shooting player on the opposite side, a corner kick is awarded.

Similar to the goal kick (... from within the goal area ...), the rule generally applies that the ball must lie entirely within the corner quarter circle when taking the corner kick. The referee must point out any incorrect positioning of the ball.

The exact corner quarter circle, from which the corner kick should be taken, is clear when the ball crosses the goal line beside the goal. If the ball crosses over the goal bar, the referee decides from which side the corner kick should be taken. Players do not have the right to choose the side; the ball must be played from the corner quarter circle on the side where it went out.

The corner kick is a direct play action and can result in a goal, including an own goal, if the conditions of Rule 8 are met.

## **Rule 13: Free Kick**

1. A free kick is awarded if the opponent:
  - touches the ball with clothing or body during the game,
  - does not move the ball according to Rule 3,
  - blocks the ball, i.e., commits a violation according to the regulations of Rule 6,
  - commits an obstruction as per Rule 7,
  - executes a kickoff improperly,
  - executes a goal kick improperly,
  - touches the ball or hinders its movement on the field with an out-of-play figure.

These regulations do not apply if there is a more severe rule violation.

2. The free kick is taken from the point of the infraction, unless otherwise specified.

- The distance between the ball and the defending figure must be three figure lengths during the free kick. Alternatively, the player awarded the free kick can repeat the action leading to the free kick. The repeated action is not treated as a free kick.
3. If a goal is scored despite a rule violation under 1) that led to the awarding of a free kick, the goal is valid.
  4. Free kicks are also taken after the final whistle.
  5. Free kicks may not result in a significant disadvantage for the executing player. Therefore, own goals scored from a free kick are invalid.
  6. If the free kick is executed with the wrong color, the opponent is awarded a free kick from the same spot. This only applies if the time for the free kick with the wrong color has not yet expired.
  7. An indirect free kick is awarded if a player executes a second pass, and the ball remains on their own color. In this case, the opponent is awarded an indirect free kick. The indirect free kick is an indirect play action and must cover a distance of at least 4.5 cm.

#### COMMENTARY:

The awarding of a free kick serves to penalize a rule violation by a player, with the free kick being awarded to the non-offending party. An exception to this is the scoring of a goal despite a rule violation by the defending party (advantage rule). A goal that is scored despite or due to a rule violation by the attacking player is, of course, not valid unless the attacking player scores an own goal through the rule violation.

An out-of-play figure is one that hinders the ball's movement on the field, in addition to the one kicker and one goalkeeper in play for each player (see Rule 2).

A free kick is not awarded if, for example, the attacking kicker moves the ball, which then rebounds off the defending figures, causing the attacking kicker to be hit again, even if they are not two figure lengths away. This described sequence of play is considered one move, meaning that after the attacking action, the attacking kicker does not immediately become a defending figure due to the opponent's defense (this includes passive defense). However, the situation is different if the attacking kicker is moved when the ball rebounds, and thus actively intervenes in the game. Active intervention in the game does not usually occur if the kicker is only moved to remove it from the "danger zone" so that it does not act as an obstacle. In these described individual cases, the referee decides based on their personal impression.

If a kicker is not in firm contact with the ground during a game situation and is hit by the ball, a free kick is always awarded to the opponent, provided there is no more serious rule violation.

Executing a free kick after the playing time has elapsed, not only means that the free kick can be executed properly, but especially that it can also lead to a goal. If the player executing the free kick is hindered by the opponent, e.g., by holding a hand in front of the goal, the free kick after the final whistle is considered not executed, and therefore the game is not yet over, even if this rule violation by the opponent occurred only after the free kick was taken. In all cases, the free kick is then repeated from the same spot. If a rule violation is clearly recognized as malicious intent (e.g., holding a hand in front of the goal), the opponent is also to be warned, and possibly the game is to be forfeited in case of repetition, even though the playing time has actually elapsed, but the game is still not finished.



The disadvantage rule applies not only directly (own goal), but also indirectly, i.e., by hitting the goal post or opponent's playing figures, without distinguishing between active and passive defense. A goalkeeper goal directly achieved by active defense after the execution of a free kick is therefore not valid.

The disadvantage rule, however, only applies to own goals (directly or indirectly) and not to other advantages that may arise for the opponent.

## **Rule 14: Penalty Kick**

1. A penalty kick is awarded if the opponent in their own penalty area:
  - touches the ball during play with clothing or body,
  - does not move the ball according to Rule 3,
  - touches the ball with the kicker positioned for defense,
  - commits an obstruction according to Rule 7,
  - touches the ball with their own playing figure that is not in play,
  - or hinders further movement within the penalty area.
2. The penalty kick is taken from the penalty mark. Alternatively, the player to whom the penalty kick was awarded can choose to repeat the play action that led to the penalty kick. Paragraphs 4) and 5) apply accordingly (i.e., the repetition of the play action is treated as a penalty kick).
3. If a goal is scored despite a rule violation according to 1) that led to the awarding of a penalty kick, the goal is valid.
4. The goalkeeper must stand upright on the goal line during the penalty kick and may not be moved before the ball is kicked. If this rule is violated, the penalty kick must be repeated if no goal was scored.
5. The penalty kick is still executed after the final whistle.
6. Penalty kicks may not result in a severe disadvantage for the executing player. Therefore, own goals scored by a penalty kick are invalid.

### **COMMENTARY:**

The penalty area line is part of the penalty area, so similar rule violations on it must be treated the same as in the penalty area. The only exception to this is the allowed position of the defense kicker (see Rule 6), who is thus not positioned in the penalty area, even though they are actually fully (including the penalty area line) within the penalty area.

If a defense kicker is unintentionally in their own penalty area and is hit by the ball, a penalty kick is not awarded if the defender had no time to remove the kicker before being hit by the ball. If there was enough time, a penalty kick is always awarded. A defense kicker can, for example, be moved into a position within the penalty area without the defender's own action by a strong impact of the ball from their allowed position on the penalty area line.

The penalty kick must be released by the referee. Otherwise, the comments on the free kick apply accordingly.

## **Rule 15: Abandonment of the Game**

1. The referee shall abandon the game if a player repeatedly interrupts the game by gross rule violations or hinders it through unsportsmanlike behavior.
2. Major rule violations generally occur when a player:
  - leaves the tournament board during the game,
  - repeatedly plays the ball on the opponent's color intentionally,
  - violates the regulations of Rule 6,
  - commits intentional obstructions as per Rule 7.
3. Before abandoning the game, the referee must first issue a verbal warning. Exception: Free (penalty) kick after the end of the game time (see comment on Rule 13). This warning can be issued after the first major rule violation, but should be given at the latest upon repeated violations. After the verbal warning, the game should be abandoned immediately upon the next major rule violation.
4. The abandoned game shall be scored 2:0 points and 5:0 goals in favor of the opponent. However, this regulation does not apply if the score at the time of abandonment is higher in favor of the opponent. Then, the game should be scored according to the current score at the time of abandonment. Detailed regulations and consequences regarding game abandonment can be found in the DTKV Tournament Rules § 8 paragraph 7.

### **COMMENTARY:**

Unsportsmanlike behavior includes any actions by which a player attempts to hinder or prevent the regular course of the game, as far as not already covered by other regulations. If unsportsmanlike behavior occurs (including Rule 3: stomping on the ball), the game must be abandoned immediately by the referee.

Leaving the tournament board during the game means situations, where a player interrupts or ends the game by leaving the board without any other justified reason or before the game time has expired. If a player leaves the tournament board as described, the referee should instruct the player to resume the game, with the lost game time being made up. If the player does not comply, the game should be abandoned by the referee. If the player complies with the request, he is to be warned, which, in the event of a repeated major unsportsmanlike conduct or gross rule violation, will result in an immediate abandonment of the game.

## **Rule 16: Referees**

1. Every referee must adhere to the rules when making decisions. Additionally, the referee must be impartial and make decisions based on personal judgment.
2. Referees are required to ensure a regular flow of the game through clear decisions and consistent application of the rules.
3. All decisions made by the referees are decisions of fact.
4. Players must accept the decisions made by the referees.
5. Referees must conduct themselves in a way that does not obstruct the players and ensures they can always follow the game situation.
6. During the game, referees must refrain from commenting on the game action.

7. After the game ends, referees must report the game result and/or any special occurrences to the respective game coordinator.

**COMMENTARY:**

This rule serves to provide guidance for both referees and players. Referees must ensure a regular game flow through clear and unambiguous decisions and should only intervene when necessary.

Referees should always position themselves in a way that allows them to follow every game situation. Decisions should be made based on their own impressions, not on hints from players or third parties. It is essential to be familiar with the rules in detail. If a situation arises where a referee could not follow the exact course of play and a dispute occurs between players, the referee must mediate the dispute and resume the game. If both players agree in such a situation, the referee should follow their advice for a decision. The same applies to possible erroneous decisions if both players agree on them.

Referees should avoid making more decisions than necessary and should not try to justify their decisions to the players during the game.

Referees are the leaders of the game but should conduct themselves as unobtrusively as possible and not disturb, support, or even cheer for one or both players through hints or other actions.

To keep track of the current game score, it is recommended to make short notes or tally marks to ensure the score can be determined at any time without additional help.