

DSAB Rules of Play on Loewen / Lehmacher Tournament Soccer, Version of April 1st, 1999

Since 2001-01-01, these rules are also used by P4P players association, together with some clarifications (see Appendix).

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Short version of the most important rules:

(I dropped this section for the English version, as it is just a summary of the following, more verbose text. - H.O.)

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1. To Start a Match

1.1 How to determine the table side / first serve

A coin flip shall precede the start of the match. The team that wins the flip has the choice of table side or first serve. The team that loses the flip has the remaining option and must also pay for the first game, with that expense alternating thereafter.

1.2 Table Sides

At the end of each set, either team can demand a switch of table sides. If both teams agree to

stay on their respective sides, the game continues without a switch of sides; but that doesn't mean they cannot switch sides after one of the remaining sets.

1.3 Change of Positions (in Doubles)

The team that has the serve must commit to their playing positions first. In any doubles event, each player may play only the two rods normally designated for his position. Once the ball is put into play, the players must play the same position until a point is scored, a team requests a time out, or a technical foul is called.

1.4 Finals

Finals matches are played after the so called "Berlin Time Model": The winner of the losers bracket has to win one additional set, compared to the winner of the winners bracket. The base is the number of sets to win for a regular match in the winners bracket of this event.

2. The Serve

2.1 Regular Serve

A serve through the serving hole is used to put the ball into play at the start of the match or after a point is scored. The server may attempt to influence the roll of the ball.

The server may not reach into the playing area during the serve. However, prior to serving the ball, the server may place either hand in the playing area in order to position the ball. The playing area is defined as the area above the playing surface to the height of the side boards of the cabinet. Should the server drop the ball while trying to position it in the serving hole, he is allowed to make a second attempt. If the same happens again, the serving right goes to the opposing team / player.

2.2 Ball in Play

The ball may not be struck by either team following a serve until it has touched the playfield, at which time the ball is considered to be "in play" and the time limits start.

2.3 Influencing the ball

It is allowed to influence the ball during the serve. However, the serving team can not score a point unless the ball is struck by one of the serving teams figures first.

2.4 Ready to play

The server must not serve the ball until he has the assurance that the opposing team is ready for play to begin. On violation of this rule, the ball is re-served by the same player who originally had the right to serve.

3. Subsequent Serves

3.1 Serve after a point is scored

Following the first serve of a match, subsequent serves shall be made by the team last scored upon. First serves in subsequent sets of a multi-set match shall be made by the team which lost the preceding set.

3.2 Ball served by the wrong team

If the ball is served by the wrong team, and the violation is discovered before the ball is scored, play shall be stopped and the ball shall be re-served by the proper team. Once the ball is scored,

no protests shall be allowed, and play shall continue as if no infraction had been committed.

3.3 Serve after a rules violation

If a team got the serve after a rules violation of the opposing team, and that ball leaves the table or is declared "dead", the serving right goes back to the original team, i.e. the team that had the serve before the rules violation.

4. Ball in Play

4.1 Ball in Play

Once a ball is put into play by the server, it shall remain in play until the ball is hit off the table, a dead ball is declared, time out is called, or a point is scored.

4.2 Ball in the serving cup

A ball entering the serving cup and then returning to the playfield is still considered "in play."

5. Ball Off the Table

5.1 Ball leaving the playing area

If the ball should leave the table and strike any object outside the playing area, the ball is declared off the table. The ball shall be put back into play with a serve by the team which originally served that ball.

5.2 The "aerial shot"

The so called "aerial shot" is defined as a shot from the defensive area above the heads of at least the opposing 3-rod. This shot is only allowed a maximum of two times per set and one time per ball. An illegal aerial shot shall result in a technical foul. A ball leaving the table during an aerial shot shall be re-served by the opposing team.

6. Dead Ball

6.1 Dead ball

A ball shall be declared a dead ball when it has completely stopped its motion and is not within reach of any player figure.

6.2 Dead ball between goal and two-man rod

If the ball is declared dead between the goal and two-man rods, it shall be put back into play by placing the ball in the corner nearest the spot of the dead ball and releasing it into play from rest.

The goalie must have the assurance that the opposing team is ready for play to continue before putting the ball back into play in this manner. Furthermore, the goalie must then move the ball from one player figure to another one and then stop the ball there for a full second before the motion of a shot or pass may begin.

The time limits begin one second after the ball touches the second man.

6.3 Dead ball between the two-man rods

If the ball is declared dead anywhere between the two-man rods, it shall be put back into play with a serve by the team that originally had the serving right for that ball.

6.4 Delay of game

A ball that is intentionally made dead in order to advance the ball or reset the time limits shall be given to the opposing team for a re-serve.

6.5 Influencing a dead ball

If a player tries to influence a dead ball (e.g. jarring, blowing, bending the rods), the opposing team has the choice of either continuing play from the current position or re-serving the ball.

7. Time Out

7.1 Time out between sets

Between sets there is a break of maximum 60 seconds. If both teams agree they are ready to play before the 60 seconds are up, play continues. In addition to the 60 seconds, there are no time outs allowed between sets.

7.2 Time out during a set

Each team can take a maximum of two time outs per set. The players may leave the table during the time out. The time out may not exceed 30 seconds. Each team is allowed only one time out during the same ball. After a point is scored, each team may take a time out. In counting the time outs per ball, this sort of time out is counted for the next ball.

7.3 Time out while the ball is in play

While the ball is in play, only the player who is in possession of the ball may call a time out. A time out can only be called when the ball has completely stopped moving.

7.4 Illegal time out

A team calling an illegal time out (7.1-7.3) shall be charged with a technical foul.

7.5 Hands on the rods

A player who removes both hands from the handles and turns completely away from the table while the ball is in play shall be considered to have requested a time out.

However, a player may take his hands from the handles to wipe them off before a shot, as long as it doesn't take more than three seconds. Before the shot, both hands of the player must be in contact with the handles for at least one second. The time limits continue to run while the player wipes his hands.

7.6 Exceeding the time limit

If a time out takes longer than 30 seconds, without permission of the official or the tournament director, then the offending team shall be charged with a technical foul.

7.7 Moving the ball during a time out

During a time out the players may not move the ball without the permission of the official, as this can be considered practice (see 18). Penalty for violation of this rule is loss of possession and the ball shall be served by the opposing forward. The official may deny a request to pick up the ball (example: a ball precariously perched on the edge of the goal).

7.8 Change of positions

Either team may switch positions during a time out (exceptions: 7.10 to 7.12).

7.9 Resuming play after a time out

Before continuing play, the player must have the assurance that the opposing team is ready. The player must then move the ball from one player figure to another one and stop the ball there for a full second before the motion of a shot or pass may begin.

The penalty for illegally putting the ball back into play is the opponent's choice of either continuing play from the current position or re-serving the ball.

7.10 Official Time out

If a rules question arises during a match, a team may call a time out to request an official. This time out does not count towards the two time outs allowed per team per set. A referee has to be requested from the tournament director, and can not be refused. A team may not switch positions during an official time out.

7.11 Time out for table maintenance

Any necessary table maintenance, such as changing balls, tightening the men, etc., must be done before the start of the match. The only time that a player may call a table maintenance time out during a match would be in the case of a sudden alteration to the table, such as a broken man, broken screw, crumbling bumper, bent rod, etc. Such a time out does not count towards the two time outs allowed per team per set.

7.12 Medical time out

a player or team may request a medical time out. This request must be approved by the Tournament Director. They will determine the length of the medical time out, up to a maximum of 15 minutes. A player who is physically unable to continue playing after that time must forfeit the match.

If the request for a medical time out is denied, the player may be charged with a time out.

Medical time outs will typically be granted only for accidental or unexpected injuries incurred during the course of play.

8. Point Scored

8.1 Point scored

A ball entering the goal shall count as a point, even when it returns to the playing surface.

9. Spinning the Rods

9.1 Spinning with advancing the ball

Spinning of the rods is illegal. Spinning is defined as the rotation of any soccer figure more than 360 degrees before or after striking the ball. In calculating the 360 degrees, you do not add the degrees spun prior to striking the ball to the degrees spun after striking the ball. A ball which is advanced by an illegal spin is replayed as follows:

1. If the ball goes in the goal, then it will not be counted as a point and will be put back into play by a re-serve of the opposing team.
2. If the ball does not go in the goal, the opposing team will have the option of continuing play from the current position or re-serving the ball.

9.2 Spinning without advancing the ball

Spinning of a rod which does not advance and/or strike the ball does not constitute an illegal spin, but may be ruled as a distraction. If a player's spinning rod hits the ball backwards into his own goal, it will count as a goal for the opposing team.

9.3 Other types of spinning

If an ungrasped rod is spun by the force of a ball hitting a player figure on the rod, the spin will be considered legal (example: a two-man shot in singles hitting the three-man).

10. Jarring

10.1 Jarring

Any jarring, sliding, or lifting of the table shall be illegal. Whether or not the table jarring is done intentionally is of no consequence. This call must be made by an official. It is not necessary for a player to lose the ball for jarring to be called on his opponent.

"Excessive Roughness" while executing a pass or shot shall not be allowed.

10.2 Penalties for jarring

The penalty for violation of this rule:

10.2.1 First offense: Warning

The opposing team has the option of continuing play from the current position, continuing play from the point of infraction, or re-serving the ball. If an illegal jar causes the player to lose possession of the ball from a rod, play may be continued from that rod.

10.2.2 Subsequent violations: Technical foul

10.3 Touching the opponent's rods

Touching or coming into contact with your opponent's rods in any way shall be penalized exactly like jarring, sliding, or lifting.

11. Reset

If a player has the ball stopped and set up to shoot or pass, and the ball is unintentionally moved due to jarring by the opponent, the official present will call "reset" and he will reset all time limits. The player with the ball has the option of setting the ball up again, or ignoring the reset call and playing the ball where it is.

The defensive team should not relax or look at the official upon hearing the word "reset," but rather should stay on defense.

Repeated offenses may be grounds for the official present to call a technical foul on the defensive player causing the reset.

12. Reaching Into the Playing Area

12.1 Ball in play

It is illegal for a player to reach into the play area while the ball is in play without first having permission from the opposing team. The penalty for violation of this rule is a technical foul.

If a player touches a ball that is in play in the player's goal area, a point is scored for the opposing team, and the ball is re-served as if it had gone in the goal. A ball which becomes airborne over the table is still in play.

12.2 Ball out of play

If no ball is in the playing area, any player may reach into the playing area (example: to wipe off shot marks).

12.3 Permission from the opposing team

Whenever the opposing team grants a player permission to reach into the playing area, it is legal for the player to do so.

13. Foreign objects on the playing field

If an object should fall on the playfield, the team in possession of the ball must immediately stop the game at that point. There should be nothing on the ends of the table that could fall onto the playfield. If the ball hits an object that has fallen on the playfield, the ball is considered out of play, and has to be brought back into play just like it had been declared dead.

14. Alterations to the Table

14.1 Playing area, handles, etc.

No changes can be made that would affect the interior playing characteristics of the table by any player. This includes changes to the men, playing surface, bumpers, objects in the goal, etc. Violation to this rule may lead to disqualification of the offending player.

14.2 Broken man

If a player figure is broken while in contact with the ball, an official time out will be declared while the rod is fixed. Play will resume on the rod where the player figure broke.

15. Distractions

15.1 Movements or sounds

Any movement or sound made away from the rod where the ball is in play may be judged as a distraction. Talking between teammates while the ball is in play may be judged a distraction.

15.2 Penalties

If a shot is scored as a result of a distraction by the offensive team, the point will not count and the opposing team will re-serve the ball. In all other cases, the opposing team has the option of continuing play from the current position, continuing play from the point of infraction, or re-serving the ball.

16. Practice

Once a match has begun, no player may practice either his serve or shot on either the table being played or on any other table. This rule applies during time outs and between games.

Practice is defined as either moving the ball (by contacting it with a player figure). Penalty for this infraction is a technical foul.

17. Language

17.1 Comments

Unsportsmanlike comments made directly or indirectly by a player are not allowed.

17.2 Cursing / insults

Cursing by a player, or insulting other persons (especially the official) shall not be allowed.

17.3 Penalties

The penalty for Violations of this rule is a technical foul. Extreme cases may be grounds for expulsion of the person from the tournament site. This also applies to members of the audience.

17.4 Coaching

The use of a coach, who gives optical or acustical signs during a match is not allowed. However, coaching during time outs will be allowed.

18. Passing

18.1 Stopped ball

A stopped ball is a ball that is not moving, but is in reach of a player figure.

18.2 Pass

If the receiving rod is touched by the ball, this constitutes a pass. A shot from the defensive area with the ball touching the 5-rod is not counted as a pass, if the ball does not stay in reach of the 5-rod.

(This rule was changed later, see appendix.)

18.3 Stub or squib pass

An accidental stub or squib (squeezed) pass is legal.

18.4 Pinned ball

A pinned or stopped ball cannot be directly advanced as a pass. It must touch at least one additional player figure before it is put into the motion of a pass.

18.5 Outside man on the 5

The pass 1st man - wall - 1st man - pass is illegal.

18.6 Pass from the defensive area to the 3-rod

A pass from the defensive area to the 3-rod is always legal.

18.7 Ball touching the wall

Before attempting a pass from the five-man rod, the player cannot make the ball strike the side wall of the table more than twice. If the ball goes to the wall a third time, it must be advanced in the motion of a pass or shot.

18.8 Live ball

Once a ball is forwarded from either the two-man or the goalie rods, if it should strike an opposing team's player figures, that ball is no longer considered a pass but a live ball that may be legally caught by any player.

18.9 Penalty

if a team violates the above rule of passing, the opposing team has the option of continuing play from the current position or re-serving the ball.

19. Time of Possession

19.1 Time of possession on a rod

Possession of the ball at any one rod shall be limited to 15 seconds, except the five-man rod which has a ten second limit, by the end of which time period the player in possession must advance the ball to or past at least one rod of the opposing team.

19.2 Spinning ball

A spinning ball that is within reach of a player figure shall be considered to be in that rod's possession and all time limits shall continue.

19.3 Penalty

Penalty for delay is loss of possession to the opposing forward for serve.

20. Match Time Limit

20.1 Match time limit

Best of five matches shall be limited to one hour of play from the time the match is called. Best of three matches shall be limited to 30 minutes from the time the match is called. The time limit for one game to seven is 25 minutes.

20.2 Overtime

If the specified time limit expires before the match has been completed, an official will announce to the players that a five minute overtime period will begin at that time. If the overtime period ends before the match has been completed, the game will continue until a point is scored with the ball that is currently in play. The winner of the match shall then be the player or team which has won the most sets, or if the teams have an equal number of sets, it shall be the team that has scored the most points in the set in progress, after the ball in play at this time that the overtime period expires has been scored.

20.3 Time outs and time limit

Time outs called within the regular time limit of a match and during overtime shall be counted against the total amount of time left to play.

20.4 Delay of game

The penalty for delay of game is a technical foul.

21. Forfeiture

21.1 First recall

Once a match has been called, both teams should report immediately to the designated table. If a team has not reported to the table within three minutes, the waiting team shall fill out a recall-chart at the tournament director. A team being recalled has three minutes to report to the tournament director to stop recall time.

21.2 Subsequent recalls

A recall is made every three minutes. Penalty for second and subsequent recalls is forfeiture of a set.

21.3 Exceeding the match time limit after a recall

If the specified time limit for a match expires, there is a five minute overtime period (see 20.2). Before overtime starts, the team that has not been recalled is awarded a point.

22. Technical Fouls

22.1 Calling a technical foul

If, in the judgment of an authorized tournament official, either team competing in a match is at any time in flagrant or intentional violation of these rules of play, a technical foul may be called on the offending team. Players may switch positions during a technical foul.

22.2 Execution of a technical foul

When a technical foul is called, play shall stop and the ball awarded to the opponents of the offending team at its three-man rod. One shot will be taken after which play shall stop. Only the shooter and defender should be at the table during the technical foul shot. A player is considered to have taken a technical foul shot once the ball has left the three-man rod (even if the shooter loses the ball). A player is considered to have been blocked once the ball has either stopped in or left the defender's area. After the technical, if it scores or not, the ball shall be put back into play at the spot it was when the technical was called. If the ball was in motion, it will be put back into play as if it had been declared dead at that spot.

22.3 Subsequent technical fouls

Further rule violations may carry additional technical fouls or forfeiture of the set.

22.4 Forfeiture of the set or match

Because technical fouls can be called for different reasons, the following table applies to forfeiture of sets or matches.

1. Technical foul
2. Technical foul
3. Technical foul
4. Technical foul = forfeiture of set
5. Technical foul
6. Technical foul
7. Technical foul = forfeiture of set
8. Technical foul
9. Technical foul = forfeiture of match

23. Rules Decisions and Appeals

23.1 Requesting an official

Every player can request an official at any time during the match.

23.2 No official present

If the controversy involved an interpretation of the rules, and no official was present at the time the events in question transpired, the official shall make the most equitable decision possible under the circumstances.

23.3 Official present

If an official is present at the time the events in question transpired, his decision is final and no appeal may be made. Arguing with a Certified official during a match will not be allowed. On violation of this rule, a time out or technical foul may be called on the offending team.

23.4 Appeals

In order to appeal a rule interpretation, a player must file that appeal with the official immediately, before the ball being played at the time of the controversy is put back into play. After play has continued, no appeals are possible. An appeal concerning the loss of a match must be filed before the next match. All rule appeals shall be considered by the Head Officials.

24. Code of Ethics

24.1 Violation of the code of ethics

Any action of an unsportsmanlike or unethical nature during tournament play, in the tournament room, or on the grounds of the host facility, will be considered a violation of the Code of Ethics.

24.2 Penalty

The penalty for breaking the Code or Ethics may be forfeiture of a match, disqualification, or expulsion from the tournament location. Whether or not the Code of Ethics has been broken, and what is the appropriate penalty for the infraction will be determined by the tournament director.

25. Tournament Director

The administration of tournament play shall be the responsibility of the tournament director. The decisions of the tournament director are final, and may not be appealed.