



## Game model and preparation

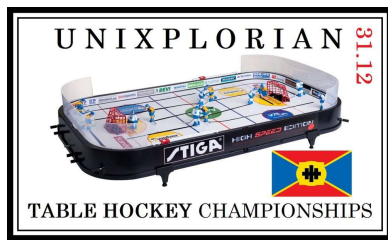
- ✓ Stiga games must be used.
- ✓ Goal cups must be removed.
- ✓ Games must be fastened to the table.
- ✓ The speed of the game's surface must be kept the same as the usual factory surface speed.

## Playing figures

- ✓ Figures from the Play-off version (all figures have the stick on the same side) of Stiga table hockey games must be used.

## Matches

- ✓ Matches last five minutes.
- ✓ Time runs even if the puck is out of play.
- ✓ An audio timer should be used for all matches.
- ✓ Suppose any player retires during a match when the opponent insists on continuing. In that case, he/she automatically loses all his/her goals scored during the game, while the opponent may add an extra five goals to his/her score.
- ✓ During the play-off matches, there is overtime in the event of a draw at the end of the five minutes. The overtime starts with a new face-off. The winner is the one who scores the first goal (sudden death).



## Face-offs

- ✓ All matches begin with the puck placed at the center spot. The game starts with the opening signal. If any player plays the puck before the signal, a face-off is made.
- ✓ Face-offs are made by dropping the puck on the center spot.
- ✓ Center forwards and left defenders must stay on their side of the center red line during a face-off.
- ✓ Players must be sure that their opponent is ready before releasing the puck. If the face-off is made wrong, the opponent is allowed to ask for a new one, or he/she may make a new face-off by himself/herself. If a player makes many bad drops in a play-off match, the opponent can ask for a neutral dropper.
- ✓ Three seconds must elapse after each face-off before a valid goal can be scored. This rule is in effect even if a neutral person is making the face-off.
- ✓ The puck must hit the sideboards, or a playing figure other than the center must gain control of the puck before a goal can be counted.

## Scoring

- ✓ The puck must stay in the goal cage for the goal to count. In and outs do not count. If the puck goes out from the goal cage, the match continues without interruption
- ✓ If any player wants to interrupt the game to avoid the goal heading into his cage, he must clearly say a short phrase. The game is interrupted, and the puck is placed in the middle of the board for the next face-off. The term could only be said if the player keeps the puck long enough to enable his opponent to say it.
- ✓ The puck must be removed from the puck catcher (if there is any) before the next face-off.



- ✓ A goal scored directly by pressing a motionless puck against the goal cage, or the goalie does not count. A goal scored in this way indirectly (off the bank or another figure) counts.
- ✓ If a goal is scored when the final buzzer is sounding, the goal is not valid.
- ✓ If any figure or goalie breaks when a goal is scored, the goal is valid.
- ✓ A goal scored by moving the whole game is not valid.

### Goal crease rule

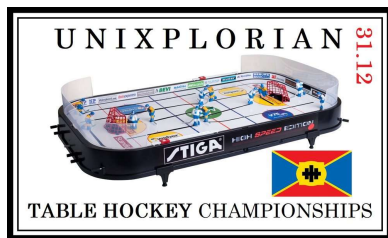
- ✓ If the puck is in full rest in the goal crease and touches the goal line, the defending player may call "block," and a new face-off is made.
- ✓ If the puck is in full rest in the goal crease and does not touch the goal line, the defending player must play the puck.

### Possession rule

- ✓ It is not permitted to retain possession of the puck without making any recognizable attempt to score a goal. This is regarded as a passive play.
- ✓ If the puck is kept in possession by one figure without passing or shooting, the opponent can give a warning after five (5) seconds has elapsed since the figure gained puck control.

### Interference

- ✓ A player can tap down his/her figures only when he/she has complete possession of the puck.
- ✓ If a player scores a goal while the opponent is tapping his/her figures, the goal counts.



- ✓ Rough playing that results in shaking of the game and causing the puck to move is forbidden.
- ✓ If any figure loses possession of the puck due to the game's shaking, then the puck must be returned to this figure.

## Interruption

- ✓ If any unusual situation happens (e.g., broken gear, rod or game, displaced goal cage, lights go out, several pucks appear on the game, or somebody/something interrupts any of the opponents), the match must be immediately suspended. A player can interrupt the game by saying "stop" if the opponent is not aware of such a situation. The game resumes when both players are ready again.
- ✓ If a match is interrupted and significant time is lost, then the lost time must be added to the remaining time, and the game continues.
- ✓ If a player had total control of the puck before the interruption, the match continues with the puck in the place where it was. Otherwise, a new face-off is made.