

Brazilian Table Soccer Confederation



12 TOUCHES BALL RULE

OFFICIAL RULES

JANUARY 2025 EDITION V8 → English Version V1 (FEB 2026)



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CHAPTER I

THE PLAYER

Article 1. The athlete/person who practices Table Soccer is called **TABLE SOCCER PLAYER**, or simply "PLAYER". The term "COACH" can designate the practitioner, but it also extends to the technical trainer who commands a team of players.

Article 2. Each match will feature two players, opponents of each other.

Article 3. At the end of the match, the player who has scored the most goals will be declared the winner. In the event of a tie, the match is considered to be a draw.

Article 4. The player should:

4.1 - Know in detail the rules of the game.

4.2 - Maintain sportsmanship before, during and after matches, addressing the opponent only when necessary. When there is a referee, never make complaints about his decisions during the match, except when it is an error of law. In this case, he will ask for time to expose and clarify the move, in a low voice, with respect and politeness. Errors of law are all those committed regarding the application of the rules, and the player is not entitled to complain about the referee's decisions to view the game plays.

4.3-Never let any problems arise at the table in which you are acting appear to the neighboring tables. It is not allowed to proclaim success or bad luck through words, gestures or attitudes, exaggerated celebrations of goals or any attitude that harms the other players.

4.4- Collaborate by acting as a referee, if available and have compatible qualifications, whenever called by the organizing committee of the event in which he/she participates as an athlete or observer.

4.5-Do not use any type of watch or equipment that allows you to know the time of play.

CHAPTER II

THE REFEREE

Article 5. A REFEREE is the person responsible for initiating, finishing, analyzing, interpreting and making decisions regarding the moves and progress of a match.

Article 6. The selection or not of referees for a competition is optional, at the discretion of the competition regulations or its responsible organizing body. It is, however, a right of the players to request arbitration if, for some reason, they deem it necessary. In this case, the

request will be analyzed by the competition delegate who, if he agrees, will appoint a referee for the match in question.

6.1-To be a referee in a match, it is necessary to be an athlete with more than two years of experience and to be DULY AUTHORIZED BY THE CBFM OR LOCAL FEDERATION, by virtue of notorious knowledge of the 12 Touches Rule.

Article 7. When an umpire is needed, his authority will be supreme throughout the playing area from the moment he is appointed. In cases of improper occurrences, the referee will take the appropriate measures and, if necessary, report the event to the legal body, through his legal representative(s), responsible for the competition in question.

CHAPTER III

TABLE AND PLAYING FIELD

Article 8. It is called GAME MATERIAL or GAME KIT the set of table with fences, goalposts and easels or similar, used in a Table Soccer match.

8.1-The GAME TABLE can be made of chipboard, solid wood or other type of wood, or similar material, if approved by the CBFM.

8.2-The trestles must have enough resistance for the tables to be firm.

8.3-The level check and the cleaning of the table must be constant.

8.4-The table must have rubber, leather or other material protectors next to the fences, in order to protect the buttons from impacts.

Article 9. A PLAYING FIELD is the rectangle demarcated on the surface of the table that comprises the following lines and marks:

9.1-SIDE LINES-Straight lines drawn in the direction of the length of the table, whose function is to delimit the playing field and the side lanes.

9.2-BOTTOM LINES-Straight lines drawn in the direction of the width of the table, whose function is to delimit the playing field and the background tracks. Its boundaries meet the sidelines.

9.3-CENTRAL LINE or MIDFIELD LINE-Straight line drawn in the midfield that meets the sidelines, whose function is to delimit the field of attack and the field of defense of each team.

9.4-FIELD CENTER or CENTRAL MARK-Brand located in the geometric center of the table, midpoint of the center line, whose function is to demarcate the place where the ball should be positioned in each game with the ball in the center.

9.5-CENTRAL CIRCLE or BIG CIRCLE-Circle located in the center of the table, around the central mark. It has three functions:

9.5.1-Demarcate the minimum distance for the opponent's buttons at the exit with the ball in the center.

9.5.2-Delimit the area that the ball must cross to allow the shot on goal, after the end of play with the ball in the center.

9.5.3-Delimit the area that the ball cannot cross in the first touch after leaving the game with the ball in the center.

9.6-CORNER AREAS or CORNER MARKS-Four quarters of a circle, located in the inner parts of the meeting points between the side lines and the end lines. Its function is to delimit the areas where corners should be taken.

9.7-PENAL AREA or LARGE AREA-Rectangular area located in the center of each of the ends of the playing field. It is bounded by a line parallel to the end line, the ends of which are joined to the end lines by two lines parallel to the side lines. It has the following functions:

9.7.1-Delimit the area where a foul subject to a direct free kick will cause a maximum penalty.

9.7.2-Delimit the area that the ball must cross in the kick

9.7.3-Delimit the forbidden area to any buttons, except the batter, in penalty kicks.

9.7.4-Mark the goalkeeper's positioning limit area after his activation or when the ball exits to the center.

9.8-SMALL AREA or GOALKEEPER AREA-Rectangular area smaller than the Large Area and contained therein, also located in the center of each of the ends of the playing field. It is also bounded by a line parallel to the end line, the ends of which are joined to the end lines by two lines parallel to the side lines. It has the following functions:

9.8.1-Delimit the space in which the ball will be in possession of the goalkeeper.

9.8.2-Delimit the area where the goalkeeper can be positioned for shooting defense.

9.8.3-Delimit the region where the ball should be positioned for the goal kick.

9.8.4-Delimit the area forbidden to attacking buttons when shooting on goal in this Small Area in question.

9.9-PENAL MARK-Brand located in each of the Penal Areas, centered in relation to the sides, and at the midpoint of the distance between the parallel lines of the Penal Area and the Small Area. Its function is to indicate the place where the ball should be positioned in the penalty kick.

9.10-HALF-MOON-Having as reference a circle of the same radius as the Great Circle, with the center in the Penal Mark, the Half-Moon is the external area, of this circle, to each of the two Penal Areas. Its function is to indicate the vetoed area, in addition to the Penalty Area, to any buttons, except the striker, in maximum penalty kicks.

9.11-DEFENSE DEMARCATION LINES-Parallel markings, 240 mm away from the Central Line. Its function is to determine the limit position of the defender buttons in the exits of play with the ball in the center.

9.12-LINE OF DEMARCATION OF THE BUTTONS OF THE TIPS-Parallel markings, distant 40 mm from the Central Line. Its function is to determine the position of the buttons on the ends in the exits of play with the ball in the center.



Field of Play Markings - Illustrative Figure (in Portuguese)

Article 10. The official Table Football table may have the following dimensions in (mm):

Item	Description	Measurements in Millimeters		
		Minimum	Maximum	Ideal
1	Game Table	-x-	-x-	-x-
	Length	1.660	2.300	1.830
	Width	1.160	1.350	1.200
	Table height over trestles	750	850	780
2	Playing Field	-x-	-x-	-x-
	Length	1.500	1.800	1.670
	Width	1.000	1.150	1.040
3	Large Area	250 x 500	350 x 600	300 x 600
4	Small Area	90 x 260	130 x 330	110 x 300
5	Central Circle	Radius = 160	Radius = 160	Radius = 160
6	Half-moon	Radius = 160	Radius = 160	Radius = 160
7	Corner Mark	Radius = 30	Radius = 30	Radius = 30
8	Penalty Kick (distance to Goal)	170	240	205
9	Side Track	80	100	80
10	Background Track	80	250	100
11	Demarcation Line	0,5	3,0	1,5
12	Midfield and Penalty Kick	Radius = 1	Radius = 5	Radius = 5
13	Demarcation of Defense	240	240	240
14	Demarcation of the Wingers	40	40	40
15	Fence protection height	10	40	20

CHAPTER IV

THE GOALPOST

Article 11. GOALPOST, BEAMS, GOALS or BEACONS are the sets composed of two vertical posts and a horizontal crossbar, joined at the upper ends by a gluing, fitting, continuous or similar system. Its function is to delimit the space through which the ball must pass to be awarded the goal.

11.1-They can be made of wire, stamped sheet, wood, plastic or similar, as long as it is approved by the Technical Department of the responsible Federation. They must be white, and the use of goalposts of other colors is prohibited.

11.2 - The nets are attached to the back of the beams. Its function is to retain the balls that enter the goal and facilitate the perception of the goal scored. They should be made of some fabric that allows perfect visualization through it, preferably white or light in color.

11.3-The goalpost may have, in their posterior part, auxiliary equipment that seeks to improve support, net fixation and/or aesthetics. They may also have other systems or equipment that improve their purpose.

11.4-The posts and beams may be oval, round or prismatic in shape, provided that their widths do not exceed 5 mm, nor are they less than 1.5 mm.

11.5-The internal measurement between the posts of the beam is 125 mm long and 50 mm high, measured from the surface of the table to the bottom of the beam.

11.6-The goalposts must be affixed centered on both end lines and with the posts on such lines.

11.7-The beams can be affixed to the table via fittings, screws or adhesive tape.

11.8-It is not allowed to intentionally move or remove the goalposts, including fastening pieces, to make a move.

CHAPTER V

THE GAME BALL

Article 12. A GAME BALL is the sphere whose possession is disputed at the game table by the players.

12.1-The ball is spherical, with a diameter of 10 mm and the weight can vary between 0.18 and 0.22 grams. There is a tolerance of +/- 0.2 mm for the diameter of the ball.

12.2- It is the full responsibility of the Federation, through the Technical Board of the 12 Touches Rule, define the type of ball that will be used in competitions. The Federations are free to use the approved ball that best suits them; Balls of the same color as the game table should be avoided.

12.3-When the ball has any dirt that is impairing its normal behavior, the player can ask the opponent for permission to clean it, then return it to the exact place where it was, continuing the play.

12.4-If one of the players requests the substitution of the ball, the opponent must be consulted. If there is no agreement, the referee may decide whether to replace or not. In the absence of an arbitrator, the Representative of the Federation responsible for the event shall decide.

CHAPTER VI

THE PUCK

Article 13. The **object that the player uses to activate his buttons is called PUCK, MIXER, TAVEL or TOKEN.** It can be made of any material and have the shape and dimensions that suit the player, as long as they do not impair the visibility of the plays by the referee, the opponent and the good progress of the game.

13.1-The use of pucks with electronic devices is not allowed.

13.2-Any type of puck that damages the playing surface of the table or that needs to be supported on the surface of the table to activate the button or that requires handling that requires a time greater than the 5 (five) seconds regulated for activation is not allowed.

13.3-No direct interference of the button's hand in pressing the button is allowed, including fingernails.

13.4-It is free to use several pucks during the match, as long as this does not delay or hinder the normal course of the game; it is forbidden to leave them resting on the table when the ball is in possession of the opponent.

CHAPTER VII

THE GOALKEEPER

Article 14. The rectangular parallelepiped with which the player defends his goal is called GOALKEEPER, aiming to prevent the opponent from scoring goals. The goalkeeper can also be used as a marker and obstructor of passage for buttons, provided that the other provisions of this regulation are obeyed. It has dimensions of 80 mm in length, 35 mm in height and 15 mm in thickness, with a maximum weight of 60 grams. It should be made with straight and smooth faces, without protrusions.

14.1-The goalkeeper can be made of any material that does not pose a risk of breakage for the buttons (metallic, rocky, for example) and accidents for the players (glass, for example), as long as his weight is within the allowed limit.

14.2-It must have a number, on the front or back, with a size never less than 2.5 mm in height and, necessarily, different from the numbers of the buttons of the same team.

14.3-Each team has only one goalkeeper. He can be substituted AT HALFTIME of the match; also, in the event of a breakage or defect that makes its use unfeasible, at any time during the game. The substitute goalkeeper must have a different number from the numbers of the buttons of the same team that are on the field.

14.4-The goalkeeper may be of any color or combination of colors, allowing goalkeepers with translucent faces, whether colorless or colored.

14.5 - The use of reflective material (mirrors), as well as "cat's eyes", lighting and electronic devices is strictly prohibited.

14.6 - The inlay of objects, emblems, adornments and numbers is allowed on any face of the goalkeeper, as long as it does not alter its shape, weight and size.

14.6.1-Objects will only be allowed to be inserted into the goalkeepers if all their faces remain smooth and the weight remains within the allowed limit.

14.6.2-In the case of stickers, decals, paintings and engravings that are up to 0.5 mm thick, they are allowed only on the front and/or back faces of the goalkeeper - faces of 80x35 mm.

CHAPTER VIII

THE BUTTONS

Article 15. Each of the 10 (ten) discs that each player must have to play a Table Soccer match is called a BUTTON. Its function is to touch the ball, through activation caused by a puck. Under no circumstances can a match be started with less than 10 buttons on each team, under penalty of WO against the irregular team.

15.1-They are usually made of acrylic, paladon, galalite or other similar material, but they can be made with any material that does not cause damage to the table or other buttons. Buttons that have electronic devices are prohibited.

15.2-They can be of any color or set of colors, as long as they do not have edges (outer rings) of mirrored material that hinder their perfect visualization.

15.3-They must be circular in shape, with a diameter between 35 mm and 60 mm and a maximum height of 8 mm. They have an angle at their edge, called **DEGREE** or **SHEATH**. Its surface can be flat, curved, or conical.

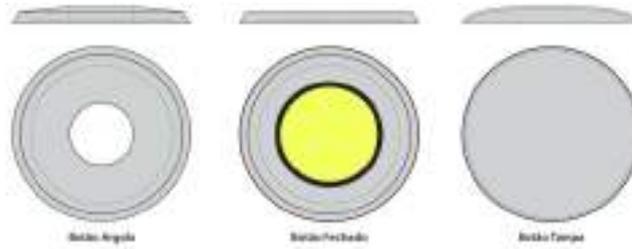
15.4-Respecting items 15.1 and 15.2, the buttons may have different shapes on their lower part: smooth, with recesses, slits, angles and different profiles.

15.5-Basically, there are three types of buttons:

15.5.1-CLOSED or DISPLAY CASES are buttons as the name implies, closed (without hole), usually with a badge or transparent acrylic in the center, or have the inlay of a metallic pin, keeping the top part smooth.

15.5.2-RINGS are buttons with a hole in the center.

15.5.3-COVERS are buttons made with watch covers or similar, pressed or injected blades, usually painted or adhesive on the inside.



15.6 - Respecting the previous provisions, the same team may contain buttons of different sizes and types, it may also have buttons of different colors from each other, as long as they all contain a **shield or logo** in common, and the size and color may vary, but not the model (drawing/design), which identifies them as a team and, logically, with different numbers (of the same color or not). A shield or logo is understood to be a design with a minimum size of 2.5 mm in width and length and that has some representativeness; It is not allowed, therefore, to place instead of the shield or any sign such as an asterisk, a dot or similar.

15.7-Buttons of the same team must be identified with numbers that are different from each other, with minimum sizes of 2.5 mm and that stand out on the buttons. Teams with the same buttons (same type and color), also, need to have different numbers and, in this case, the same color, and the numbering may be the only decoration of the buttons; If in addition to the numbering, there is some other decoration, they also need a shield or logo of the same model (drawing/design) in common.

15.8-When both players present themselves with identical buttons or buttons that are difficult to differentiate, it is recommended that one of the athletes, spontaneously, change the team. However, if both remain with the desire to continue with the team, the organizing committee of the event will hold a draw to define who should replace the team. If the selected player does not have another team at the moment, he must provide some differentiation in the buttons within a period stipulated by the organization or referee, under penalty of loss of points (WO). In the case of teams with buttons of different colors, if there are buttons that are difficult to differentiate, it is the responsibility of the player of the non-homogeneous team to replace them with others that are easy to differentiate.

Article 16. Each player may replace a maximum of three buttons, IN BETWEEN matches, provided that the substitute buttons have a different number from the buttons and the goalkeeper of the same team that will remain on the game table. Only in case of damage, which makes it impossible for the button to continue playing, the substitution can be made during the game, regardless of previous substitutions.

CHAPTER IX

MATCH DURATION

Article 17. Each match has a total duration of **20 (twenty) minutes**, divided into two periods of 10 (ten) minutes, with a mandatory break between times for the change of sides between the teams.

17.1-The time will be controlled by a stopwatch or equivalent that triggers an alarm at the end of each game phase. In the event of a system failure, the controller will check the time manually and determine the end of the period.

Article 18. The referee or the controlling table will make time additions for any stoppages at any time of the game, whenever necessary, to fulfill the 10 (ten) effective minutes of play.

18.1 - Whenever there is a need for additions or extensions, the arbitrator or the controlling board must immediately notify the participants.

18.2 - No overtime may be less than 30 (thirty) seconds.

18.3-Every extra time must be fulfilled in the same phase of play as the occurrence. For example, overtime in the second half is not allowed when they refer to events that occurred in the first half.

18.4-Some tournaments may require overtime for tiebreakers, provided for in regulations.

Article 19. When the 10 (ten) statutory minutes are exceeded due to a failure in the timekeeping system, the phase in question will be considered finished at the time the failure is noticed. Regardless of the time exceeded, all technical and disciplinary occurrences of the game will be considered.

CHAPTER X

STARTING POSITION AND EXIT OF THE GAME

Article 20. The ball will be played in the first half by one of the players, by lottery, and the opponent will automatically leave the complementary time.

Article 21. On every **exit** with the ball to the center of the field, at the beginning of phases of the game or after scoring goals, the buttons must have the following mandatory positioning:

21.1-Attack of the team that has possession of the ball:

21.1.1-Two pointers positioned in their field of defense, tangential to the Side Line and the Wingers' Demarcation Line (4 cm from the Central Line).

21.1.2-Three buttons positioned in your field of defense, completely inside the Center Circle. They must be positioned side by side, and may be misaligned. It will necessarily be the middle button, between the three, that will make the first touch on the ball and only this can touch the Center Line, as long as it does not invade the opponent's field. The other buttons cannot touch any dividing line.

21.2-Attack of the defending team:

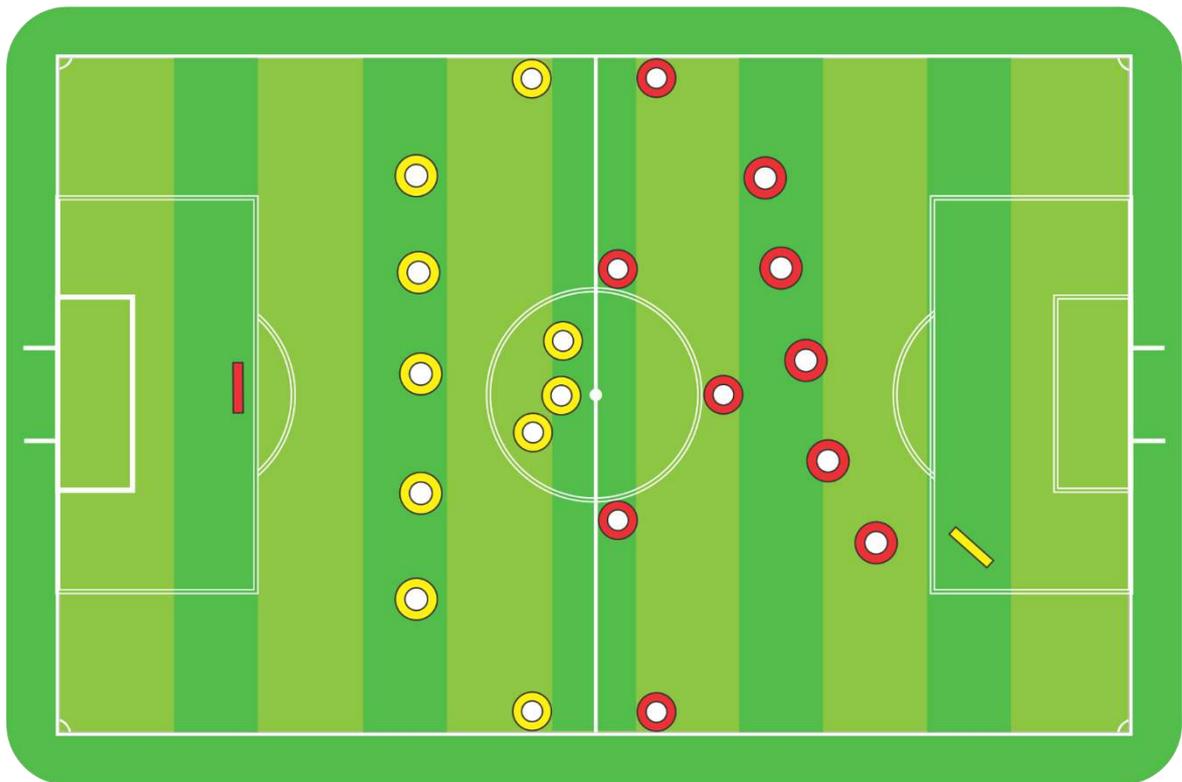
21.2.1-Two pointers positioned in his field of defense, tangential to the Side Line and the Wingers' Demarcation Line (4 cm from the Central Line).

21.2.2-Two buttons tangentially externally to the Lines of the Central Circle and together to the Center Line, one on each side of its defense field.

21.2.3-A button positioned centered, in its defense field, tangentially externally to the Central Circle Line. The center of this button should be aligned with the imaginary line between the Center Mark and the Penalty Mark.

21.3 - The remaining 5 (five) buttons of each team can be positioned in the way the athletes prefer, including in the large areas, as long as they are behind the Defense Demarcation Line (minimum distance of 24 cm from the Center Line) and respect the minimum mandatory distance of 8 (eight) cm between each other and between buttons and goalkeeper. It is not allowed to position the buttons outside the field of play, in the side and back lanes, or by touching such lines.

21.4-Goalkeepers must be positioned within the limits of the penalty area, maintaining the minimum regulatory distance of 8 (eight) cm in relation to the buttons.



21.5-At every start or restart of the game, the buttons and goalkeepers must respect the specifications of Art. 21. If there are any incorrectly positioned buttons, they must be repositioned.

21.6-In case of recurrence, after a warning made by the opponent in a previous move, the badly positioned buttons will be removed to the nearest side lane, next to the center line. If this movement is considered harmful by the beneficiary, he can position the offender's button on the opposite side. This withdrawal is a matter of indisputable and unquestionable law.

Article 22. When leaving the center of the field, the chosen button must make the ball move at least visible towards the opponent's court. If this does not occur, the player will be entitled to two more attempts, and for all of them, including the first, one activation will be counted. Considering that he fails to put the ball in play after three attempts, a reversal of the exit will be called in favor of the opponent. If it happens that he does not move the ball and hits one or more of the opponent's buttons, the opposing defense will be recomposed and the player

will give a new exit, having only three more collective touches. In case the second attempt to give the exit occurs again of not moving the ball, there will be only two more collective touches in the next attempt. If the button in charge of the exit, after touching the ball, directly or indirectly hits an opponent's component (button or goalkeeper), your team will have a reduction in the number of touches available, as in any play (Art. 29).

22.1-The first touch of the exit with the ball in the center is mandatorily made by the middle button in relation to the side lines, in the central circle. The next operation must be done with one of the two other buttons located in the large circle. If the player does not make the first touch with the middle button (Item 21.1.2), or if the other two buttons are incorrectly positioned, or if the second touch is not made with one of the other two buttons, it will be reversed, with the ball in the center passing to the opponent.

22.2-In the exits with the ball to the center of the field, in the first touch, made with the middle button, the ball cannot leave the great circle, and the line of its demarcation belongs to it. If after the first touch the ball leaves the large circle, there will be a reversal of possession, the opposing team must continue the play, starting its count of touches.

22.3-On the exit with the ball to the center of the field, the shot on goal will only be possible from the third touch, with the ball outside the center circle and in the attacking field. If the ball, from the second touch, leaves the large circle and returns to it, being in the attacking field of the suitor, the shot on goal can be taken. If the opponent becomes in possession, he will also not be able to shoot on goal if the ball has not yet left the large circle.

22.4-Even if a foul occurs that can be taken by a direct free kick, it cannot be taken on goal if the ball has not yet left the large circle, and then becomes an indirect free kick taken where the foul occurred.

Article 23. The general arrangement of the buttons is only allowed when leaving the ball in the center of the field, that is, time exits (1st or 2nd) or exits after a goal. Such storage shall not exceed ten (10) seconds.

Article 24. At the end of the general arrangement of the buttons and goalkeepers, in each ball exit to the center, it is **the prerogative of the player responsible** for the exit to the final positioning of his defense and his three buttons in the Center Circle, depending on the positioning of the opponent's defense.

CHAPTER XI

ACTIVATION AND MOVEMENT OF BUTTONS AND GOALKEEPERS

Article 25. The act of making it move by placing the puck on it, pressing it against the surface of the gaming table, is called activation or touch of a button. The player who holds possession of the ball has up to 5 (five) seconds between one activation and another and the ball must be stationary when the activation is made.

25.1-It is considered activated or touched when after placing the puck on the button it moves in the desired direction, hitting or not the ball. After placing the puck on the button, without it moving, it can be removed and used to continue the play with the same button or

even another, as long as the regulation time is respected. Small movements of the button, without the puck being removed from it, do not characterize a hole, and the player may complete the touch or the shot on goal, as the case may be. If, in this case, the reed is removed from the button, the touch is complete and the puncture is characterized.

Article 26. If a player is in possession of the ball, he will be entitled to a collective limit of 12 (twelve) touches. If after the 11th (eleventh) touch the said player does not have legal or technical conditions to shoot on goal, he will be entitled to give the 12th (twelfth) touch, after which, if the ball remains on the field of play, an indirect free kick will be taken against him (see Indirect Free Kick). The same happens if the number of collective touches has been reduced to three and the kick is not performed until the 3rd (third) touch (Art. 29).

Article 27. Each button, within the collective limit of 12 (twelve) touches, will be entitled to 3 (three) consecutive touches or activations.

27.1-In order to restart or "reset", the individual touches of a button, it is necessary that another button or the goalkeeper, from the same team or opponent, touches the ball by activation. The fact that the ball has touched another button of the same team or opponent and even returned to the button in question, or to another of the same team, will not entitle the individual touch count to be restarted. Nor are individual touches of a button "zeroed" if it is "dug" laterally, cornered or goal kicked. In this case, another component of the same team must be used for the kick, under penalty of indirect free kick against the offender. The kick is made with the ball placed on the touchline, if the irregularity occurred on a throw-in, or on the end line, if it happened in a corner or goal kick, as close as possible to the infraction.

27.2- When the ball is delivered as a "gift" to the opponent, voluntarily or not, the count of touches, collective and individual of the buttons, of the person who delivered it only restarts when a button of the opposing team, by activation, touches the ball; if such activation does not occur, the collective and individual counts of the buttons continue for the button player who delivered the ball, where you left off previously.

Article 28. The counting of collective touches by the player who is making the move is **MANDATORY** and must be done in **a tone of voice perfectly audible** by the opponent. If the match has a referee, he will be responsible for supervising the counts. The player who refuses to make the count in an audible voice, after a warning, will be liable to be excluded from the game with consequent loss of points, as if he had refused to play it.

Article 29. When, after touching the ball, including the ball replacements in play, a button displaces the goalkeeper or one or more opposing buttons, directly or indirectly, the player will lose the right to the limit of 12 (twelve) collective touches, having only three more activations. The same is true in the case of a ball pressed against an opponent's button or goalkeeper, even if only the ball has caused such a displacement, without there having been a direct collision between the buttons or between the button and the goalkeeper. Of course, if this fact occurs from the 10th (tenth) ring, he will only have the remaining touches (two or one, as it is), never exceeding the limit of twelve touches. This reduction in the number of touches also

applies to the goalkeeper's activation, in which, after touching the ball, he moves an opponent's button.

Article 30. Whenever a button is pressed touches another button of your team or your goalkeeper and then touches the ball remaining on the field of play, no matter which one touched it last, possession belongs to the opponent. He will then have his 12 collective touches and the 3 individual touches of all his buttons restored. In the same circumstance, the following situations may occur and the respective resolutions will be made, regardless of which one touches the ball last:

30.1-The ball goes out of the touchline: it will be taken a throw-in by the opponent.

30.2-The ball goes out of the opponent's back line, including entering the goal, whether or not a shot on goal has been requested: a goal kick will be taken by him.

30.3-The ball goes out of the back line of the player who, by activation, promoted the fact in question: a corner kick will be taken by the opponent.

30.4-The ball enters the goal of the player who caused the situation: a goal will be scored for the opponent, as in any own goal.

30.5-The ball stays in the opponent's small area: the ball will be owned by the opposing goalkeeper.

30.6-The ball remains in the small area of the player who promoted the fact in question: an indirect free kick will be awarded in favor of the opponent; for the kick, the ball will be placed on the horizontal line (parallel to the end line) of the small area, in the place that corresponds to the vertical projection of the point where it stopped.

Article 31. If the ball stops on a button or inside the ring button, the player may only press that button and no other, being entitled only to the remaining touches of that button, respecting the collective limit of touches, to take the ball out of there. It is allowed to shoot on goal with the ball over the button or inside the hole, if there are legal conditions for it.

Article 32. The buttons, by means of legal actuations and collisions with each other, may acquire irregular positions and must be removed:

32.1-To be placed 0.5 (half) cm from the fence, from the point where it eventually hit or where it fell from the gaming table due to its activation, or from having suffered the impact of another button.

32.2-To be placed on its base, when, by virtue of a move, it has been turned or in another position other than its correct one.

32.3-To be removed from another button on which it has been placed as a result of a move. The displacement will be made on the axis that joins the center of both, in the opposite direction to the uncovered part of the bottom button, with the buttons involved at a distance of 0.5 (half) cm from each other.

32.4-To be removed from the equipment for fixing the goalpost, when it is under the goal or against the goalpost post. The removal will be made for a distance of 0.5 (half) cm from the equipment or the beam.

32.5-To be removed from inside the goal if it has remained there as a result of a play. The removal will be made to the bottom lane, either of the two sides, 0.5 (half) cm from the equipment for fixing the goalpost. Buttons that remain on the goal line will not be removed until a kick is requested against that goal.

32.6-To be taken a maximum penalty, the buttons of the defending team and the attacking team must be removed from inside the penalty area and the half-moon, except for the button that will take the kick. The displacement will be made along the line of the large area that is closest.

32.7-To be placed on the side lane of the field, next to the center line, when this button, by activation, hit or caused another button of his team to hit, without first touching the opposing ball, button or goalkeeper, that is, committed a foul; the side for which the button will be removed from the field may be indicated by the benefited player, if it is of interest to you.

32.8-In case a button is parked on the ball, it must maintain its position on the game table and such button will be glued to the ball, continuing the play.

32.9-To be moved 0.5 (half) cm away from the fence in case it was leaned against it as a result of a normal game play.

Article 33. A button that is totally or partially in the side or back lanes, for any reason, whether by activation, impact of another button, punishment, fall from the game table or touch the fence, is able to participate in the game at any time.

Article 34. After a shot on goal, if the ball remains on the field of play and the opponent then "pierces", the player who made the kick regains the right to the twelve collective touches, as well as to the three individual touches of all his buttons.

Article 35. The Button Player may move his goalkeeper, during the course of the game, in the following situations:

35.1-When the opponent announces that he is going to shoot on goal, the goalkeeper can be fixed, always within the limits of the small area, and the goal line cannot appear totally or partially in front of any part of the goalkeeper; the goalkeeper can stay outside the small area, within the limits of the penalty area, as long as his position is not changed when the shot on goal is announced, except in the case of a direct free kick taken by the opponent, when it must be arranged within the limits of the small area. The goalkeeper will not have to maintain a minimum distance from any button when placed inside his small area to defend shots on goal.

35.2-To play, moving the ball, by means of 1 (one), 2 (two) or 3 (three) activations, worth 1 (one) touch for the collective count, made by the player taking the goalkeeper with his hand and taking against the ball, necessarily stopped, any of the lateral, front or back faces; it is not necessary to slide on the table, and can be lifted, as long as the ball is not rolled under it or is pushed. After such activations, the player must position his goalkeeper at the limits of the penalty area (penalty area), without having to maintain a minimum distance from any button, from the same team or opponent. Such use of the goalkeeper can occur in the following situations:

35.2.1-When the ball stops at the limits of the small area, the ball is owned by the team to which the goalkeeper in question belongs, who is the only one who can move it, as long as there are actions to be executed within the collective count. If the ball is inside the hole, under or over a button, when it stops within the limits of the small area, the button will be moved away, the ball will stay where it is or in the vertical projection of where it is, after which, the goalkeeper will play normally; The button is then returned to its original position after the goalkeeper is activated.

35.2.2-Whenever, in a normal play of play, the ball touches the goalkeeper last and stays within the limits of his penalty area. In this case, the ball can also be moved by a button of his team, as long as it is not within the limits of the small area. Remembering that if after touching the goalkeeper, the ball hits a button of the same team, staying outside the small area, only one button can move it, even after the ball retreats to the goalkeeper. Pay attention to the following fact: the player shoots on goal, the ball, without leaving the field, returns, hits the goalkeeper of the team that made the shot and remains on the edge of the penalty area, outside the small area. When trying to recover the ball, the opponent drills. In this case, the goalkeeper cannot be used for activation, since the last move in question was the opponent's puncture and not the touch of the ball on the goalkeeper.

35.2.3-After a shot on goal by the opponent, the ball remains within the limits of the penalty area of the goalkeeper who received the shot, no matter where it hit after the shot. The ball can also be moved by a button on your team, as long as it is not within the limits of the small area.

35.3-To execute a goal kick or indirect free kick within the limits of the penalty area by means of a single trigger. In both cases, there is the option of using a button for such charges. After activation, the player must position his goalkeeper at the limits of the penalty area (penalty area), without having to maintain a minimum distance from any button, from the same team or opponent.

35.4-To be moved, always staying within the limits of the small area after such movement, only once, during each possession. In this situation, no touch is counted for the collective count of the performing player. There is also no need to maintain a minimum distance of 8 (eight) cm between the goalkeeper and any button, opponent or not, after such displacement has been made.

35.5-To be put back in the position in which he was before a play that left him in an irregular situation (fallen, leaning, on one or more buttons, with the goal line appearing totally or partially in front of any part of the goalkeeper, outside the penalty area, totally or partially on the ball), **if such a move is caused by the opponent's trigger**. If it was caused by the activation of the player to which the goalkeeper belongs, he must be moved to the small area. Also, in this case, there is no need to maintain a minimum distance from any button, from the same team or opponent.

35.6-In the event that an opponent's button, after a legal move, knocks down or leaves the goalkeeper inclined, occupying the position where such goalkeeper would be replaced, the button will not be moved and the goalkeeper must be positioned 0.5 (half) cm from him, as close as possible to the place where he was before the move.

35.7-When there is a need to measure the distance between buttons. The player can take his goalkeeper and take the measurement or ask the opponent to do it with his goalkeeper. After the measurement, the goalkeeper must return to the original position.

Article 36. The goalkeeper can only be placed on the table by means of contact with one of its 15 (fifteen) x 80 (eighty) mm faces, regardless of which of the two.

Article 37. If while arranging or playing with the goalkeeper, a player unintentionally bumps into one of his or his opponent's buttons, the displaced button must be replaced in its place before the collision and the game continues normally.

Article 38. When a ball parks in the goalkeeper's area and is between two or more buttons or over the goal line with any button in front, the button player who is going to activate the goalkeeper may remove a single button from him or from the opponent; after the activation with the goalkeeper, a set of up to 3 (three) touches, will return the button to its original location.

Article 39. During the drive with the goalkeeper, it can be handled outside the limits of the penalty area, as long as the ball is within such limits.

CHAPTER XII

BALL POSSESSION

Article 40. Ball possession is the right that a player has to execute activations with the buttons or goalkeeper of his team.

Article 41. A player will lose possession of the ball whenever:

41.1-Shooting on goal.

41.2-It is up to the opposing player to take any ball kick in play: exit with the ball in the center, free kicks, throw-in, corner kick or goal kick.

41.3-The ball, legally triggered by a player, touches last on a button or goalkeeper of the opposing team and remains within the field of play, except for the area of the goalkeeper of the player who made the activation, provided that he still has touches to perform.

41.4-When you commit a "hole" or have your touch limit exhausted.

41.5-The ball, which is in play, is parked within the limits of the opponent's small area.

Article 42. If after any activation made by a button, except for a shot on goal, there is a goal kick, side kick or corner kick in his favor, the ball possession remains with the player who pressed the button, who will have only the rest of the touches available within his collective limit (twelve or three). If the collective limit is exhausted, the ball will be the opponent's, and the goal kick becomes a corner kick and vice versa.

Article 43. The possession of the ball, when it is touching 2 (two) opposing buttons to each other, will be the responsibility of the person who has caused the situation, that is, has made the last activation before the ball stops in that position, only being able to activate the button involved. If there are no more touches, individual or collective, an indirect free kick will be taken against the person who caused the situation, with the ball in the place where it is.

Article 44. Possession of the ball, when it is leaning against a button and a goalkeeper opposing each other, as long as the goalkeeper is outside the small area and inside the penalty area, will be the responsibility of the person who caused the situation, that is, who made the last activation before the ball stopped in that position; in this case, only the button, or goalkeeper involved, can be activated, depending on who owns the ball. If there are no more touches, individual or collective, an indirect free kick will be taken against the person who caused the situation, with the ball in the place where it is. If the "split" ball is outside the penalty area, it will always be the attacking player, who will continue playing, and the goalkeeper must be placed in his original position before the play; If, however, the goalkeeper was outside the penalty area, totally or partially, due to carelessness of his player, before the play that caused the situation in question, a direct free kick will be awarded against his team, with the ball placed in the place where it is.

Article 45. If the ball accidentally touches the umpire or any instrument carried by him, remaining within the limits of the field of play, the game will continue to be played as if it had not hit it.

Article 46. Being the opponent's possession of the ball, the player must **always** remain positioned behind his goal, without touching the table, as well as cannot leave any item on the table, such as pucks or flannels.

CHAPTER XIII

ABOUT NOT TOUCHING THE BALL (A "DRILL")

Article 47. It is considered a "drill" (or "FURADA" in *portuguese*), the fact of a button that was actioned and could not touch the ball. This event will pass possession to the opponent.

47.1-A button that reaches the ball, without making it move, even the slightest visible thing, will have committed a "drill" move.

Article 48. Every tentative will be counted as a trigger and the fact that the opponent also drills the ball next will not entitle the collective limit of 12 (twelve) or 3 (three) touches to start counting again, nor the individual limit of 3 (three) button touches. If, after a drill, the opponent, by activation, touches the ball and then loses possession again, then yes, there will be a resumption of the collective and individual counts of the buttons for the player who initially drilled.

Article 49. If there is a drill in the last touch, 12th or 3rd, as it is, or in the shot on goal in any touch, an indirect free kick will be awarded in favor of the opposing team, taken with the ball where it is. The player can choose not to charge and start his move, continuing the game normally.

CHAPTER XIV

ABOUT THE MATCH BALL AND DEMARCATION LINES

Article 50. For the purpose of defining the ball beyond the boundary lines of the field of play, only the ball's fulcrum shall be considered, being that determined by the part of the ball in contact with the surface of the table; such fulcrum shall completely exceed the line in question, not requiring the entire ball to do so. Remember that every line is part of the area it demarcates and, if the ball is resting on the line, it will be within this area or the field of play, as it may be. In the case of buttons, it is enough that they are touching a line to be considered to be within the area that such line delimits.

CHAPTER XV

ABOUT THE FREE THROW

Article 51. The ball leaving the field of play by either of the two sidelines is called Free Throw. It is taken by the opposing player of the team in whose component, button or goalkeeper, the ball touched last. A throw-in will also be taken against the team executing any play in which the ball goes out of the side and the ball no longer belongs to it (shot on goal, last touch of the twelve or three...), regardless of what the ball touched before going out.

Article 52. The Free Throw is made by moving a button and touching the ball, "throwing" the ball infield. The button and the ball must be outside the field of play, under penalty of reversal of the kick, which will then belong to the opposing team. The ball must be placed for the throw-in in the side lane, at any point in the throw, perpendicular to the touchline, from the point where the ball went out.

Article 53. Only the button chosen for the movement can be moved. If, however, less than 8 (eight) cm from the ball placed for the throw-in, there is a button (or buttons), whether from the same team or opponent, they may, at the discretion of the player who is going to take the throw-in, be removed up to a distance of 8 (eight) cm; To do this, the button, or buttons, are dragged in any direction, within the playing field. Logically, this determination for the buttons to be moved within the field of play applies to those within the 4 (four) lines; button that occupies, in whole or in part, a side or bottom lane must be moved along those lanes.

Article 54. The ball, in the kick of a Throw in, will only be in play after entering the field of play.

Article 55. The team in charge is entitled to three attempts to put the ball back in play. If it fails, the charge will be reversed in favor of the opposing team. Each attempt means one tap for the collective and individual button counts.

Article 56. The throw-in cannot be a shot on goal.

CHAPTER XVI

ABOUT THE GOAL KICK

Article 57. A Goal Kick is the replacement of the ball in play having left the end line and whose kick is in favor of the team that defends the part of the field where the ball went out, that is, having last touched the button or goalkeeper of the team that attacks to that side of the field of play; also, after a play in which the attacking team loses possession of the ball (e.g. shot on goal, last collective touch...), no matter which one touched last before leaving.

Article 58. The Goal Kick is taken anywhere within the edge of the small area, regardless of which side the ball has gone out of. Every ball over the line of the small area will be inside that area, therefore also in the correct position for a kick.

Article 59. In every Goal Kick, the ball must leave the penalty area to come into play. If he does not leave, the player will have two more attempts to the right and, if they also fail, a corner will be determined against his team, since the reversal of the Goal Kick is a corner; In this situation, the benefited player can choose the side for the corner kick. Each Goal Kick attempt will be worth one tap for the collective and individual button counts.

Article 60. The Goal Kick can be taken with a button or with the goalkeeper of the team to whom the kick is taken, through a single activation. If the kick has been taken with the goalkeeper, he can be placed anywhere in his penalty area, without having to maintain a minimum distance from any button, from the same team or opponent.

Article 61. Any buttons, opponents or not, in addition to the goalkeeper, that are less than 8 (eight) cm from the ball placed for the kick, may be moved up to eight centimeters, in any direction within the field of play. Logically, this determination for buttons to be moved within the field of play applies when they are within the 4 (four) lines; button that occupies, in whole or in part, a side or bottom lane must be moved along those lanes.

Article 62. There will only be the possibility of an own goal in the kick of a goal kick if the ball has left the area and returned to the goal itself.

Article 63. The kick-off with the ball placed outside the small area will determine a reversal of the kick and consequently a corner kick for the opposing team; the side of the corner kick may be chosen by the benefited player.

CHAPTER XVII

ABOUT THE CORNER KICK

Article 64. A Corner kick is the situation in which the ball goes out of the attacking line of the player who will replace the ball in play; in this case, the ball last touched the button or goalkeeper of the team defending that side of the field where the ball went out; also, after a play in which the defending team loses possession of the ball (for example, collective last touch) no matter what he touched last before leaving.

Art.65. The Corner, which is a direct free kick, will be taken with the ball in the quarter circle of the side where it has come out; if there is doubt as to the side of the ball, the shooter may choose one of the two Corner Areas; the kick is made by a button mandatorily positioned out of bounds, under penalty of reversal, which will be in this case a goal kick in favor of the opposing team.

65.1-The ball shall come into play after it has left the quarter circle in question.

65.2-The failure of 3 (three) consecutive attempts to take a corner kick will give possession of the ball to the opposing team, which will take a goal kick; each attempt means one touch for the collective and individual counts of the button.

65.3-As the corner kick is a direct free kick, the player who will take it has the right to shoot on goal, if he so wishes, making a request for a shot on goal.

65.4-Any buttons, opponents or not, that are less than 8 cm from the ball placed for a corner kick may be moved up to eight centimeters, in any direction, within the field of play. Logically, this determination for the buttons to be moved within the field of play applies to those within the 4 (four) lines; button that occupies, in whole or in part, a side or bottom lane must be moved along those lanes.

CHAPTER XVIII

ABOUT THE SHOT TO GOAL

Article 66. The activation made with a button against the ball in an attempt to place it in the opponent's goal and, consequently, consign a goal or point in favor of the person who triggered it is called KICK ON GOAL.

Article 67. Any shot on goal, to be characterized as such, will have to be preceded by an oral warning made by the attacking player, such as: "a gol", "vai a gol", "pro gol", "vou chutar" or simply "vai", so that the intention of the shot on goal is clear, in addition to the indication of the button that will execute it. The only shot on goal that does not need to be announced is the penalty kick.

Article 68. Once the shot on goal is requested, the defending player has 5 seconds to place his goalkeeper for defense, and after placing it he must authorize the attacker, saying any word or phrase that indicates that his goalkeeper arrangement is accomplished; he then moves away from the table, standing behind his goal, at a sufficient distance to allow the opponent a good condition for the execution of the shot, avoiding shadows or improper movements. After authorization, the attacker has 5 seconds to execute the shot.

Article 69. All shooting communication must be made with the ball set piece and must be completed before the end-of-phase alarm sounds. The simultaneous request or after the alarm sounds will not entitle the execution of the shot on goal. If the shot on goal occurs after the end of one of the phases, the executing player may wait for suitable conditions to do so, not limited to the 5 (five) seconds of regulation.

Art. 70. The player will have the right to shoot on goal whenever he is in possession of the ball and under the following conditions:

70.1-The ball must be in the attacking field. Ball in defense or on the center line will not give conditions for shooting on goal; Only the ball needs to be in the attacking field, while the button that will perform the shot may or may not be.

70.2-The player must have at least 1 (one) touch or activation still to be made, of his collective limit.

70.3-The button in charge of the kick must have at least 1 (one) touch to execute, within its individual limit of 3 touches.

70.4-The button in charge is other than the one that has just put a ball in play in the throw-in, corner kick, goal kick or any other foul, without another button of his team or the opposing team, by activation, touching the ball.

70.5-The ball, in a playoff from the central mark, after the second activation of the attacking team, has already left the center circle.

70.6-In corner kicks.

70.7-In direct free kicks.

70.8-In maximum penalty kicks.

Article 71. When a shot on goal is requested, the button of the attacking team that is inside the goalkeeper's area, or touching the goalkeeper's line, will be placed next to the angle formed by the end line and the perpendicular line of the penalty area, external to it, on the side where it was in the small area, such withdrawal being mandatory; in the case of two or more, The buttons are divided between the two sides. The button of the defending team that is inside the goalkeeper's area, or touching the goalkeeper's line, may be placed next to the angle formed by the end line and the perpendicular line of the small area, external to it, on the side where it was in the small area, such withdrawal being optional, at the discretion of the defender; In the case of two or more, the buttons are divided between the two sides.

Article 72. Any kick against the opponent's goal that is not announced or in which there is no legal condition for it, such as in the throw-in, will have characteristics of normal touch and impossibility of scoring a goal; if the ball enters the opponent's goal, the following will be taken:

72.1-Corner, by the player who made the activation, with the ball last hitting an opponent's component, if there is still any touch available in the collective count.

72.2-Goal kick, by the opponent, with the ball last hitting a component of the trigger maker.

Article 73. The shot on goal is carried out when, having communicated the intention to shoot, the goalkeeper positioned and given permission by the opponent, the ball is driven by the attacking player:

73.1-Is defended by the goalkeeper or touches the post, or at least reaches the small area in question.

73.2-Enter the goal, with the goal being scored.

73.3-Exit through a side or bottom line.

Article 74. Whenever there is a shot on goal and the defending player uses any resource to deflect the trajectory of the ball, stop it or even cause it to lose speed (such as blowing, bumping the table, knocking over objects...), a goal will be awarded in favor of the attacking team. In the same way, whenever there is a shot on goal and the ball returns towards the goal of the player who made the kick and he purposely prevents its trajectory, a goal will be awarded in favor of the opposing team, including in a shot made after the alarm indicating the end of the game phase sounds.

74.1 - In the event that the athlete shoots on goal and the ball returns, coming from a touch on the post, goalkeeper or button, and on the way he happens to touch his body, clothes or puck, a foul with an indirect free kick at the place of the touch - or in its vertical projection when the touch occurs before the ball touches the table. **However, when the kick is taken at the end of one of the halves, after the end of the playing time (bell) has been signaled, due to the impossibility of taking the technical free-kick, a GOAL will be awarded.**

Article 75. In every shot on goal the goalkeeper must be correctly positioned, and his placement is not allowed that is not on his normal basis of play (**Art. 36**) and the goal line may not appear totally or partially in front of any part of it, or be arranged outside the limits of the small area. Shots on goal will not be allowed in these conditions and, if it is characterized as "waste of time" by the defender, he must be punished with a technical foul.

Article 76. Whenever there is a shot on goal, the defender must fix his goalkeeper, placing himself behind his goal. Therefore, the goalkeeper is forbidden to arrange the player when the player is next to the table or in front of his goal.

Article 77. In every shot on goal, the attacking player must be positioned next to the table or behind his goal, and therefore he is forbidden to position himself behind the opponent's

goal for the execution of the move. In case the kicker uses the table as a support, keeping part of his body on it, he must keep at least one of his feet resting on the floor.

Article 78. After a shot on goal, taken under legal conditions, in any circumstance of the game, including a direct free kick, the thrower loses possession of the ball, no matter in which touch he made the kick and no matter what happened to the ball: post, goalkeeper, exit to the side, which will be taken by the opponent; exit through the defender's end line, being taken a goal kick; exit by the end line of the person who made the shot, when a corner kick will be taken by the opponent. The exception is the ball touching a part of the opposing goalkeeper that is clearly outside the bounds of the penalty area since before the kick (See Direct Free Kick).

CHAPTER XIX

ABOUT THE GOAL

Article 79. A goal is defined as every point that a player wins during a match, by placing the ball, legally, in the opponent's goal.

79.1-The goal is characterized by the penetration of the ball, either from the top or near the surface of the table, into the opponent's goal, regardless of whether the ball remains inside or returns to the field of play.

79.2-For the purpose of characterizing the penetration of the ball into the opponent's goal, or own, in the case of an own goal, the ball's support point will be considered as a reference in relation to the goal line. To be assigned the goal, the ball's fulcrum or its vertical projection must cross the goal line, and it is not necessary, therefore, for the ball to completely cross the goal line.

79.3-In occasional plays in which the ball stops on the goalkeeper or a button, it will not be the crossbar of the goal that will determine whether the ball has entered or not, but only the goal line. Therefore, in such cases, the vertical projection of the ball's fulcrum in relation to the table surface should be seen. If it coincides with the goal line, it will be the goalkeeper's; if it is below the goal line, in the direction of the field of play, it will be the ball of the defending team (goalkeeper); if it is beyond the goal line, that is, towards the inside of the goalpost, the goal will be scored, respecting the other circumstances in which the play has unfolded.

Article 80. Whenever a player presses a button or the goalkeeper and the ball enters his own goal, a goal will be awarded to the opposing team; the same applies in case of a throw-in in the game, with exceptions: in the case of a throw-in, when, no matter what the ball touched before entering the goal, a corner kick will be taken by the opponent, who can choose the side of the kick, and in the case of a Goal Kick, when the ball has not entered play because it does not leave the penalty area.

Article 81. A goal will be awarded to the opposing team whenever a player, on purpose, prevents or diverts the path of the ball that comes towards his own goal, after any legal move.

Article 82. The goal against the team itself, scored by a player, will have priority in marking over any infraction in favor of the opponent benefiting from the goal.

CHAPTER XX

ABOUT THE PENALTY KICK

Article 83. A maximum penalty is any foul committed in the penalty area and that gives the opposing player the right to a free kick by means of a direct free kick with the ball on the penalty mark.

Article 84. When taking a maximum penalty, the following rules must be observed:

84.1-Only the button in charge of the penalty kick in the **penalty area and/or the half-moon will be allowed**; in the penalty kick, all the buttons of the defending and attacking teams must be outside the penalty area and the half-moon.

84.2-The defending goalkeeper must be placed on the goal line, so that his support base has the front edge coinciding with such line, without any part of it appearing or any part of the front edge of the goalkeeper's base being in front of it; there is no need for the goalkeeper to be positioned centrally on the goal, that is, equidistant from the vertical poles.

84.3-There is no need to announce the kick, only to position the executing button and communicate it to the defender so that he can fix the goalkeeper.

84.4-The ball, in order to come into play, must comply with the criteria for triggering a direct shot, that is, it must be moved at least visible, and if this does not happen after three attempts, the player will have an indirect free kick against, in the place where the ball is (penalty mark). Each attempt means one tap for the collective and individual button counts.

84.5-If the defending player leaves one or more buttons inside his penalty area or half-moon, at least touching the line, and the goal is not converted in the kick, the kick must be repeated and the offending button or buttons removed to the side lane, near the center line; if the goal is converted in the kick, will be validated.

84.6-If the attacking player leaves one or more buttons in the opponent's penalty area or half-moon, at least touching the line, and the goal is converted, the kick will have to be retaken. If, however, the kick has not been successful with regard to the goal signaling, the play will have a normal sequence.

84.7-If in the execution of the penalty kick buttons of both teams are left in the penalty area or half-moon in question, at least touching the line, the kick will be repeated, whatever the outcome of the play.

84.8-The button executing the maximum penalty must be at a minimum distance of 0.5 (half) cm from the ball and it must be between it and the opponent's goal, and it is therefore forbidden to place the ball under or over the executing button, or inside its hole, in the case of a ring-type button.

Article 85. The maximum penalty will be characterized in one of the following situations:

85.1-When one or more buttons that are in the field of attack and within the limits of the penalty area or penalty area, at least touching the demarcation line, or even, outside the field of play, in the back lane, in the attack, in the projection of the penalty area or the line of the penalty area, is hit anywhere, moving a minimum visible by an opponent's button, which is activated by the opponent, without having first touched the ball after such activation. The same applies in case the button pressed causes, without first touching the ball, the collision of one or more buttons or goalkeeper of his team, without him/them first touching the ball, with one or more opposing buttons that are in the spaces described above.

85.2-The player touches the ball with his hand or any part of his body, or clothes, or with the puck, or other object foreign to the game, with the ball within his penalty area. Attention, however, to whether the fact occurred after a shot on goal (against the offender or in favor of him, if the ball returns), in which the offender changes the trajectory of the ball that comes towards his goal, which will already characterize a goal and not a maximum penalty.

85.3-The player blows or uses any other means, moving or deflecting the trajectory of the ball when it is inside his penalty area. The same observation as in the previous item applies to this case.

Art. 86. A match will have any of its phases extended in order to be executed the penalty kick

Article 87. When taking a maximum penalty, regardless of what happens with the ball, as it is a shot on goal, the executing player loses possession of the ball.

Article 88. If when taking a maximum penalty, the shot on goal is not characterized, with the ball not reaching at least the small area in question or not crossing the demarcation lines, side lines or back lines, the defending team has the right to take an indirect free kick or continue playing from where the ball stopped.

Article 89. A player must take a maximum penalty, even if it is executed after the alarm is sounded; failure to do so will be subject to the criminal sanctions applicable by the competent bodies.

CHAPTER XXI

DIRECT FREE KICK

Article 90. A Direct Free Kick is one in which a goal can be scored with a direct kick against the opponent's goal, in a throw-in of the ball in play.

90.1-There will only be a direct free kick in the field of attack.

90.2-The ball, for the kick, will be placed in the place where the foul occurred, except in case of maximum penalty or corner, as described above.

90.3-In any direct free kick, except for the maximum penalty, the executing player must announce that he will shoot on goal, if that is his intention, with the ball and the executing button ready for the shot, before sounding the alarm of the end of the phase, under penalty of not being allowed to shoot.

90.4-The ball, in order to come into play, must be moved at least one visible bit, and if this does not happen after three attempts, the executing player will have an indirect free kick against, taken at the place where the ball is. Each attempt means one tap for the collective and individual button counts.

90.5-The direct free kick, except for the maximum penalty, can be taken as an indirect free kick, with the player benefiting from the kick 12 touches to execute his play.

Article 91. The infractions punished with direct free kicks are the following, in addition to the corner kick and maximum penalty:

91.1-Whenever a button pressed, before touching the ball, hits or causes one or more buttons, or goalkeeper, of his team to hit, before touching the ball, an opponent's button, moving it even a minimum of visible times, provided that the button hit is in the field of attack or at least touching the center line; in the latter case, The direct free kick will be awarded regardless of the side on which the collision occurred and the ball will be placed for the kick about 0.5 (half) cm from the center line, in the field of attack of the team benefiting from the direct free kick, at the closest point to the place where the infringement occurred. If the struck button is out of bounds, on a side or back lane, the kick shall be taken with the ball placed on the touchline or back line (except in the case of a maximum penalty, as previously described), at the nearest point to where the struck button, provided that such lanes are from the attacking field of the team of the struck button. If several buttons were hit, the player of the team that suffered the foul will be responsible for choosing the place of the kick, according to the position of the affected components.

91.2-The player catches or touches the ball with his hand, or another part of his body, his clothes, or objects such as the puck, with the ball in play and in the offender's defense field. However, if the fact occurred after a shot on goal (against the offender or in favor of him, if the ball returns), in which the offender intentionally changes the trajectory of the ball that comes towards his goal, it will already be characterized as a goal and not a Direct Free Kick.

91.3-The player blows the ball that is in his defense field or uses any other resource to make it move or change its path; here too, if the fact occurred after a shot on goal, it is worth noting the previous item. The free kick must be taken with the ball in the position it was in when the irregularity occurred.

91.4-The goalkeeper clearly touches the ball outside the penalty area and inside the field of play, either by his action or in a play in which the ball touches a part of the goalkeeper that has been outside the penalty area since before the action that initiated such a play, due to carelessness or negligence of his player. See also Item 98.12.

Article 92. No direct free kick, taken as a shot on goal, may be taken with the button at a distance of less than 0.5 (half) cm from the ball, or over/under it, nor shall the ball be placed inside the hole of a "ring" button. If, however, the player prefers not to shoot on goal, but only to put the ball back into play as an indirect shot, no distance from the button to the ball must be respected.

Article 93. If an infraction occurs whose punishment would be a direct free kick, but which has happened after a ball out to the center of the field, without it having left the large circle, a direct shot against the goal will not be allowed, and then an indirect free kick will be taken with the ball placed where the foul occurred.

Article 94. In case of a direct free kick, the attacking player will have the right to move his buttons and those of the opponent that are less than 8 (eight) cm away from the ball placed for the kick, in any direction within the field of play. Logically, this determination for buttons to be moved within the field of play applies to buttons that are within the four (4) lines. The knob occupying, in whole or in part, a side or bottom lane must be moved along those lanes.

Article 95. When a direct free kick is taken in which a shot on goal is announced, the goalkeeper must be placed, for defense, within the limits of the small area, and he is not allowed to remain, if so, outside the small area.

Article 96. In case of a foul committed, resulting in a direct or indirect free kick, the benefited player recovers the collective (12) and individual (3) touches of all his buttons.

CHAPTER XXII

INDIRECT FREE KICK

Article 97. Indirect Free Kick is any placement of the ball in play in which a direct goal cannot occur against the opponent's goal. As in the Goal Kick, it can be executed by the goalkeeper, when the kick occurs at the limits of the penalty area.

97.1-In case of indirect kicks in general, such as, for example: goal kick, throw-in, exit of play, fouls with indirect kicks, including direct free kicks in which the player prefers not to shoot on goal, the button used for the kick does not need to respect the minimum distance of 0.5 (half) cm from the ball.

97.2-For indirect free kicks, the buttons and goalkeeper, opponents or not, who are less than 8 (eight) cm from the ball placed for the kick, may, at the will of the player executing, be moved up to eight centimeters, in any direction within the field; logically, this determination for the buttons to be moved within the field of play applies to buttons that are within the 4 (four) lines. The knob occupying, in whole or in part, a side or bottom lane must be moved along those lanes.

97.3-From an Indirect Free Kick, a goal can never occur in a single touch in favor of the executing player. However, any and all goals scored against your goal in the execution of an Indirect Free Kick will be validated; The exceptions are: in the case of a throw-in, when a corner kick will be taken by the opponent, regardless of what the ball touched before entering the goal, and in case of a Goal Kick, when the ball has not entered play, because it does not leave the penalty area.

97.4-The ball, in order to come into play, must be moved at least one visible bit, and if this does not happen after three attempts, the executing player will have an indirect free kick against it, taken at the place where the ball is. Each attempt means one tap for the collective and individual button counts.

Article 98. Any infraction that is not a Maximum Penalty or Direct Free Kick will be taken as an Indirect Free Kick, as well as the throw-ins in play, except for the Corner, which can be taken as a Direct Free Kick, if the player so wishes. The following are the cases of Indirect Free Kicking, among others:

98.1-Goal shot.

98.2-The full-back.

98.3-Phase exits or after a goal, with the ball in the center of the field.

98.4-Technical fouls.

98.5-All reversals of ball throw-ins in play, except for the reversal of goal kick, being a corner, which can be a direct free kick.

98.6-Button, before touching the ball, hitting or causing another button of his team, without first touching the ball, to hit the opponent's button or goalkeeper, provided that the fact occurs in the field of defense of the team benefited by the kick. It will be charged at the place where the infraction occurred. If the button hit is out of bounds, on a side or back track, the kick will be taken with the ball placed on the touchline or bottom line, at the closest point to where the button was hit. If several buttons were hit, the player of the team that suffered the foul will be responsible for choosing the location of the kick, according to the positions of the affected components.

98.7-The player catches or touches the ball with his hand, another part of his body, his clothes, or objects such as the puck, when the ball is in play and in the field of attack of the offender; the kick will be made where the irregularity occurred. Note: if the fact occurred after a shot on goal (against the offender or in favor of him, if the ball returns), in which the offender intentionally changes the trajectory of the ball that returns towards his own goal, it will already be characterized as a goal and not an indirect free kick.

98.8-The player blows the ball or uses any other resource to make it move or change its path, with the ball in play and in the offender's field of attack; the kick will be made with the ball in the position it was in when the irregularity occurred; the same observation as in the previous item applies to this case.

98.9-Any activation with a button, when the ball is in motion, being taken where the activation occurred; in the same way, the player may only make the activation with the goalkeeper when the ball is stationary, being called an indirect free kick against the player who touches the ball with the goalkeeper, while it is still in motion and inside the penalty area, being charged where the touch occurred. It is also an indirect free kick to ask for a goal with the ball in motion, and it must be taken in the approximate position where the ball was at the time of the improper request.

98.10-The non-execution of a shot on goal until the end of the collective limit of touches (12 or 3), being taken where the ball, which is in play, stopped after the last touch.

98.11-The touch exceeding the collective limit of touches or the fourth touch with the same button. The Indirect Free Kick must be taken where the excess activation occurred; The

same goes for improper or excessive actions by the goalkeeper, being charged where the ball was touched, in the penalty area.

98.12-If in a call, without having first touched the ball, a button moves a button or goalkeeper of his team and the button or goalkeeper moves the ball, except if the ball enters the goal of the player who caused the throw, when a goal will be awarded to the opponent, as in any own goal; the free kick is made at the place where the ball was touched; If it is the goalkeeper displaced and the touch on the ball occurs outside the limits of the penalty area and inside the field of play, it will be a direct free kick to the opponent, taken at the place where the touch on the ball occurred.

98.13-The button, by activation, causes a button of his team or opponent (if it is not already a direct free kick) to hit the fence and return to the field of play, touching the ball. The free kick will be taken at the place where the ball was touched; the button that touched the fence must be repositioned 0.5 (half) cm from it, as close as possible to the point where it hit, if it is not "scaled" to execute the Indirect Free Kick.

98.14-If the ball stops on a button or inside the ring-type button hole and the player presses a button other than him or, respecting the collective limit of touches, in addition to the individual touches of the button in question, is unable to get the ball out of there; also, if when the fact occurred, the button had just had its third activation, or the collective limit was exhausted, including shots on goal made by his team; The free kick will be taken with the ball placed on the table in the place where it is or in the vertical projection of the place where it is. In the event that the button is parked on the ball, it must maintain its position on the game table and the button will be placed to be glued to the ball, and the play will continue, except if when the fact occurred, the button had just had its third press or the collective limit had been exhausted, or after a shot on goal by your team, when the opponent will be entitled to an indirect free kick taken where the ball is.

98.15-If the ball, after a trigger, is touched by two buttons of the same team, provided that there are still touches to be performed by that team, and the player presses a button different from the buttons involved; the same applies to the ball simultaneously touching the goalkeeper (outside the small area and on the edge of the penalty area) and the button of the same team, when only one of the two can be activated in the play; In both cases, the absence must be charged where the improper activation occurred.

98.16-If the ball, after a trigger, is touched by two opposing buttons, provided that there are still touches (individual and collective) to be performed by the team that holds possession of the ball, that is, that caused the play, and the player presses a button different from the one involved; the same applies if such a situation occurs between a goalkeeper (outside the small area and on the edge of the penalty area) and a button, opponents among themselves, when only one of the two can be activated in the play; In both cases, the absence must be charged where the improper activation occurred.

98.17-The button in charge of a ball kick in play, whether it is a throw-in, goal kick, foul, exit in the center of the field or a corner, is activated a second time without another button of his team or the opposing team, by activation, touching the ball; the infraction will be taken with the ball placed in the place where the improper activation occurred or on the point of the line closest to the activation, if it occurred outside the field of play.

98.18 - Committing 2 (two) consecutive holes with the ball between 2 (two) or more buttons and/or goalkeeper of the same team, without the opponent having real conditions to hit it, which is characterized as "closed play": inaccessibility on all sides, whether or not the opponent button is nearby; the free kick will be taken where the ball is.

98.19-When a shot on goal is taken, including direct free kick and/or maximum penalty, and the kick is not configured as such, that is, the ball moved by the button in charge of the kick does not reach the goal, at least the small area of the goalkeeper who receives the kick, staying within the field of play; the defending player may choose to take the indirect free kick, with the ball placed in the place where it was parked, or proceed normally with the play.

98.20-Manifesting the desire to shoot on goal, giving up and not complying; the same goes for changing the button indicated for the kick; in both cases, for the free kick, the ball will remain in the place where it was for the execution of the shot on goal.

98.21-When, when pressing a button, the puck breaks or escapes from the player's hand and, as a result, the move has an alteration of its normal sequence, causing any damage to the opponent. When at the moment of the shot on goal, the puck breaks and the goal still occurs, it will be considered valid if there has been no irregularity; if there was an irregularity, such as, for example, the action of the finger of the attacking player or the action of "pushing" the button as a result of the breaking of the puck, the goal will be annulled, and an indirect free kick will be awarded to the opponent; In these cases mentioned above, the indirect free kick will be taken with the ball at the place where the irregularity occurred.

98.22-When a player, when pressing a button, touches it with his hand, altering or stopping its trajectory; it is charged where the irregularity occurred.

98.23-Remove one or more of your or your opponent's buttons, which may be hindering your support on the surface of the table, with your hand, arm or in any other way, especially in shots on goal; the indirect free kick will be taken with the ball where the fact occurred; however, if there was no clear purpose, it will not be considered an infraction, and the button or buttons must be replaced in their original places; this often occurs with sweaty arms or hands, so care must be taken to keep them dry, using a towel or similar for this; However, if the button or buttons removed by the player involuntarily interfere with the play in any way, altering its development, it will be considered an infraction, with an indirect free kick, with the ball placed at the place of the irregularity.

98.24-The ball, after a legal throw, remains in the small area of a player whose collective touches are exhausted, even after a shot on goal, and the ball happens to be in the small area of the team that took such a shot; the same applies if after the third trigger to which the goalkeeper is entitled, the ball remains within the limits of the small area; in these cases, The indirect free kick will be taken on the front line (parallel to the end line) of the small area, at the point that represents the vertical projection of the place where the ball was parked.

98.25-When a button, when executing the activation with the goalkeeper, makes the ball slide, rolling under him or pushing it, the free kick being taken where the fact occurred.

98.26-If a player removes the goalpost, including the fixation equipment, to execute a throw, being charged in the position where the ball is, whether the offender is defending or attacking; in this case it should be noted that the intention must be well characterized.

98.27-If the player moves his goalkeeper without being asked to shoot against his goal and without his possession of the ball, except to remove him from an irregular position that he has acquired after any move; the free kick will be taken where the undue movement occurred.

98.28-If the player displaces the goalkeeper, to be within the limits of the small area, more than once, in the same possession of the ball; displacements after touch(s) on the ball by activation do not count here; the indirect free kick is taken on the front line of the small area, at the closest point to where the goalkeeper was before the excess displacement.

98.29-In the case of a goal kick in which the player is positioned too close to the opponent's area to execute the shot, after which the ball hits some component of the opponent (goalkeeper, goal post or button) and returns, touching some part of the attacking player's body, including the puck and vests; the indirect free kick, For the player who defended himself, he will be charged with the ball placed in the vertical projection of where the infraction occurred. **If this shot on goal was the last shot of one of the two phases of play, instead of an indirect free kick, a goal will be scored for the opponent.**

Article 99. Whenever an infraction punishable by direct or indirect free kicks occurs and the benefited player, respectively, does not want or cannot shoot on goal, executing an indirect kick, he will be entitled to 12 (twelve) collective touches (normal ball possession). In any infraction, whether direct or indirect free kick, the benefited player may choose to take the kick or not, observing the "law of advantage", when, having remained the ball within the field of play, he will continue to play normally, but in this case, having only the remaining touches (collective and individual of the button) to complete the play. The exception to the "law of advantage" is the maximum penalty, which is mandatory.

Article 100. When talking about a button hitting another button or goalkeeper, opponents or not, in any circumstance, it refers to touching and moving even a minimum of visible attention, and not simply touching them.

CHAPTER XXIII

ABOUT THE TECHNICAL FOULS

Article 101. Technical foul is any infraction committed from a sports disciplinary point of view, such as insubordination to the referee, delegate and/or authority present at the venue, complaints about referee decisions, unsportsmanlike attitudes, rudeness and trickery.

Article 102. Any technical foul will be punished with an indirect free kick against the offender's team or even exclusion from the match, depending on the severity, and the offender will not be free from other punishments imposed by the Event Organization or by higher Entities. The indirect free kick will be taken at the following times and places:

102.1-If the possession of the ball at the time of the technical foul is the offender's, whether or not the ball is in play, the kick will be made immediately, at the place where the ball was at the time of the infraction or at the place where it would be put back into play; 12 touches for the executing team.

102.2-If the possession of the ball belongs to the opponent of the defaulting player, the punishment will be made at the first moment in which the offender recovers possession of the ball, and the kick will be made in the place where the ball is or in the place where it would be put back into play; 12 touches for the benefited player.

Article 103. If the player has a maximum penalty in his favor and is punished with a technical foul, the indirect free kick will be taken at the first moment that this player has possession of the ball after the penalty kick.

Article 104. The following cases shall be punished with technical misconduct, among others:

104.1-Provocations or rude attitudes against the referee, opponent or people present in the venue.

104.2-Unsportsmanlike attitudes, such as swearing, throwing objects, throwing pucks, throwing buttons or even making insinuating gestures.

104.3-Sharp complaints regarding the arbitrator's decisions.

104.4-"Waste of time", that is, use of times beyond those established for ball replacements or continuity of plays.

104.5-Communicate with elements outside your game, so that you receive information about the time or progress of other matches, or even with the intention of making comments about your game.

104.6-Use of any artifice to find out the playing time.

104.7-Deliberately provoke any incident during the game with the intention of hindering the opponent or taking advantage of the move, such as dropping objects on the table, tripping or bumping into the table or its supports.

104.8-Refuse to clean hands, arms, etc., that are hindering the progress of the game and the good condition of the table.

104.9-Insistence on keeping hands on the table or leaning against it, being the opponent's possession of the ball.

104.10-Making gestures or moving when the ball is in possession of the opponent.

104.11-Moving behind the goal, positioning oneself inappropriately or even speaking, in such a way as to hinder the opponent at the time of the shot on goal against him.

104.12-Pressing one's own buttons when not in possession of the ball.

104.13-Pressing a button or opposing goalkeeper.

104.14-If, while arranging or playing with the goalkeeper, a player unintentionally bumps into a button of his or his opponent's, the button must be replaced in its previous place. If, however, the displacement is deliberate, characterizing an affront, the player will be punished with a technical foul.

CHAPTER XXIV

ABOUT THE ANTI-GAME

Article 105. The most common form of anti-play in Table Football is the "waste of time", which consists of any and all artifices or resources that a player uses with the intention of making the game time pass and, consequently, harming the opponent, in order to ensure a

favorable result for him or even third parties. **It is a reprehensible practice and should always be punished with technical misconduct.**

Article 106. The means of waste of time are numerous and the most used are the following:

106.1-The player, in possession of the ball, plays slowly, exceeding the five seconds to which he is entitled between one activation and another.

106.2-The player, when announcing a shot on goal, takes more than 5 (five) seconds to execute it, after the goalkeeper has been put to defense.

106.3-The player takes longer than the 5 (five) seconds when positioning his goalkeeper for defense or purposely places him in an irregular position.

106.4-Hide, drop, take out of position or damage any of the parts or objects used in the game, such as goalkeepers, pucks, buttons, goalposts, ball, etc.

106.5-To misadjust the position of the table or to use any other means to make the table in non-ideal conditions of play.

106.6-Causing any incident that may disturb the normal course of the game, resulting in loss of time.

106.7-Taking too long to catch the ball on the table or lying on the ground.

106.8-Talk during the match, whether with the opponent, referee or people outside the game table.

106.9-Successive attempts to replace the ball in play, with failures, may characterize "waste of time" and consequently the player will be punished with a technical foul.

Article 107. If a player interferes, deliberately, preventing the play or shot on goal of his opponent, such as throwing the ball away, or buttons... At any point in the game, you will be declared the loser of the match in question. The final score that will be applied to the game will obey the rules of the tournament in which the infraction occurs. In addition, the offender will be subject to the applicable penalties, according to the CBFM disciplinary code.