

Summary of the Most Common Fouls in Gateball

(Please note that this is a guide only. Refer to the 2011 edition of the Rules Book for full details)

Foul	Stroker's Turn	Stroker's Ball	Other Balls	Other	Rule Book Reference
Time Over - exceeding 10 sec time limit for Stroker to play	Turn ends	If moved, placed back to former position	If moved, placed back to former position	Except for start stroking and sparking	9.2 IV.3.1
Pushing or stroking twice - pushing or hitting Stroker's ball twice during a stroke.	Turn ends	Placed back to former position	If moved, placed back to former position	Except for start stroking and sparking	12.4.1.1 12.4.1.2
Stroking an out-ball - out-ball hits any other ball	Turn ends	Placed in the outer field nearest to where foul occurred	Placed back to former position	No passing of a gate or agari	17.4
Stroking an out-ball – • out- ball goes to the outer field again • out-ball does not enter inner field	Turn ends	<ul style="list-style-type: none"> Placed in the outer field where it crossed the inside line Placed back to former position 		No passing of a gate or agari	17.2
Ball Touch Foul – Stroker touches a ball within the field except as permitted by the Rules - Still ball..... Stroker's ball while moving Other ball while moving.....	Turn ends Turn ends Turn ends	Placed back in former position Placed in the outer field nearest to where foul occurred Placed in the outer field nearest to where foul occurred	Placed back to former position Placed back to former position	Except for sparking	18.1
Touching Same Ball Twice – same ball twice in same turn	Turn ends	Placed in the outer field nearest to where foul occurred	Placed back to former position		15.4
Sparking Foul – Stroker's ball moves away from under foot <i>before setting spark</i>	Turn ends	Placed back to position where ball came to rest following touch BUT if within 10 cm of touched ball, then Stroker's ball placed in the outer field nearest to where foul occurred	Touched ball placed back to position where it came to rest following Touch		16.4.1.2 & 16.4.2.
Sparking Foul – Stroker's ball moves away from under foot <i>during spark</i>	Turn ends	Placed in the outer field nearest to where foul occurred	Placed where it was set for the spark	No passing of a gate or agari	16.4.1.2 & 16.4.2
Sparking Foul – Stroker's ball moves away from under foot <i>when Stroker removes foot after successful spark</i>	Turn ends	Placed back to position where ball came to rest following touch	Sparking stroke is valid	Passing of a gate or agari is counted	16.4.1.2 & 16.4.2
Sparking Foul – hitting foot only	Turn ends	Placed in the outer field nearest to where foul occurred	Placed where it was set for the spark		16.4.1.5 & 16.4.2
Sparking Foul – sparked ball not driven at least 10 cm	Turn ends	Placed in the outer field nearest to where foul occurred	Placed where it was set for the spark	No passing of a gate or agari	16.4.1.6 & 16.4.2

Other Common Situations

Miss-hit - During sparking or stroking, missing foot and ball or hitting ground with stick	Another attempt permitted			The 10 second time limit still applies	
Fumble Ball - fumble or drop a touched ball when picking up following a Touch	Play continues			But see also Ball Touch Foul if another ball is moved	
Sparking re-set - Stroker can lift touched ball and re-set ball for a spark	Play continues			The 10 second time limit still applies	