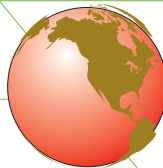


Official Gateball Rules Guide for Referees

2007



WORLD GATEBALL UNION

WORLD GATEBALL UNION (WGU)

15-16, Toranomom, 1-chome, Minato-ku
Tokyo, 105-0001 Japan

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The Characteristics of Gateball

Gateball is a sport that originated in Japan, derived from hints of the sport “Croquet,” a game started in France before making its way over to England. In 1947, Washin Suzuki, of Hokkaido, came up with an idea of a sport for young people. The game is played on a rectangular field 15 to 20 meters in length and 20 to 25 meters wide (measurements of the inside line). Three gates and one goal-pole are secured on the field, and players compete five-on-five to pass balls through these gates, in accordance with predetermined rules, on their way to the finish.

The two teams use five balls each, either red or white depending on the team, and play in an alternating fashion between red and white from one to ten. Each player is given his/her own ball (“stroker’s ball”), of a number that corresponds to the playing order, which the stroker will first place in the Start Area and stroke through the first gate. If the stroker successfully passes the ball through the first gate, in other words succeeds in a “First Gate Tsuka,” the stroker may stroke again. This is also true for the second and third gates. By successfully passing through the gates, the stroker is given another turn to stroke. Furthermore, when a ball that has already successfully passed through the third gate hits the goal-pole, this is considered a finish, or an “Agari,” concluding the play of the player whose number corresponds to the ball number.

Also, when stroking, if the ball hits another ball, this is called a “Touch.” If both the stroker’s ball and the touched ball remain within the inside line, the stroker shall step on the stroker’s ball and place the other touched ball so that it is touching the stroker’s ball, and hit the stroker’s ball with the stick (this play is called a “Spark”), sending the other touched ball off as a result of the impact.

As such, by passing through a gate on a “Gate Tsuka” or “Sparking” the ball, a player may receive the right to continue stroking.

One point is given for every gate the ball passes in order, and two points for the finish, for a total of five points for a finisher. To decide the winner, each player's scores are totaled at the end of the game, and the team with the higher score is declared the winner.

As explained above, the characteristics of Gateball is that ten players on two teams each have their own balls, and all manner of plays can be made, in part, depending on good communication within the team. This gives gateball a completely different look in comparison to other ball games.

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The logo of the World Gateball Union (WGU) is a stylized, grey graphic. It features a large, bold letter 'G' that is partially filled with a white shape, creating a sense of depth. Below the 'G', the letters 'W' and 'U' are positioned on either side of a globe icon. The globe is a simple wireframe representation of a sphere. The entire logo is set against a light grey circular background.

WORLD GATEBALL UNION
OFFICIAL GATEBALL RULES



Chapter 1 Ground and Equipment

Article 1 Ground

Clause 1 Court (Figure 1)

1. The court shall be rectangular in shape, enclosed by an outside line, and clear of any obstacles.
2. The inside line shall extend 15 to 20 meters in length and 20 to 25 meters in width.
3. As a rule, the outside line shall be laid 1 meter from the inside line, but a variable distance of 50 centimeters - 1 meter between the outside and inside lines shall be allowed.
4. The width of the inside line shall be set at 5 centimeters in principle, and the outside line and other lines shall be laid so that they are clearly visible. The borders shall be the outer sides of the lines.
5. The color of the line shall be a color that easily contrasts with the court surface.
6. The outer corners of the inside line shall be, counterclockwise from the start area, the first corner, the second corner, the third corner and the fourth corner.
7. The line between the first and second corners is the first line, the line between the second and third corners is the second line, the line between the third and fourth corners is the third line, and the line between the fourth and first corners is the fourth line.
8. The start area is a rectangle bounded by the outer side of the fourth line and the outer side the outside line, and by perpendicular lines set at 1 meter and 3 meters from the first corner in the direction of the fourth corner.

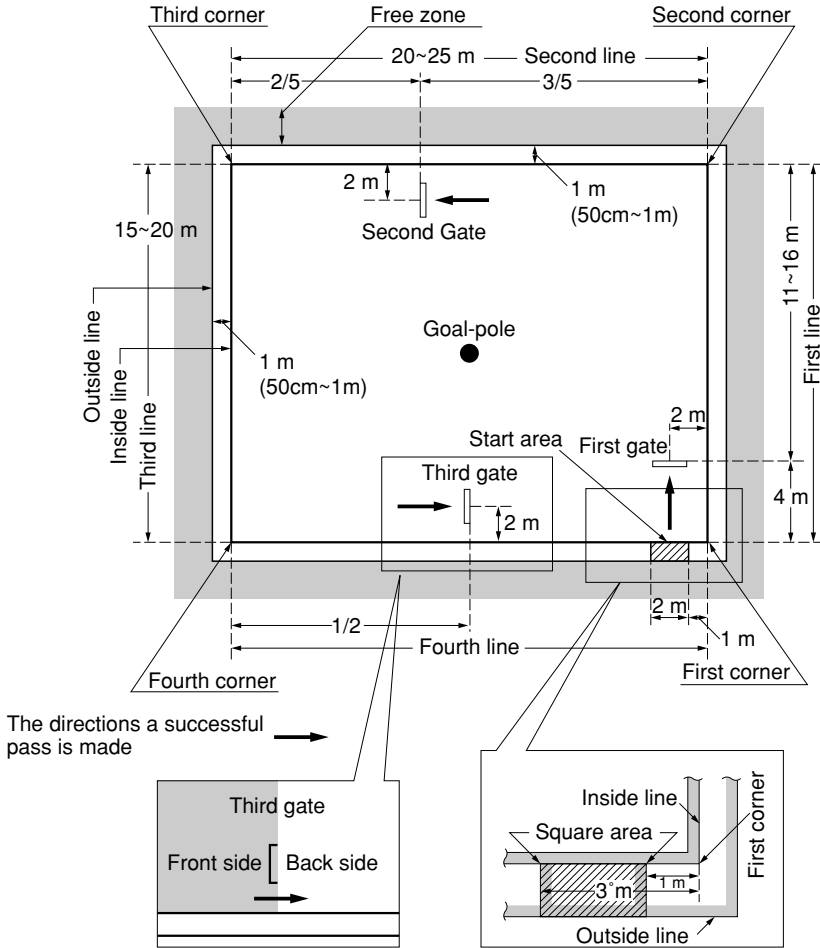


Figure 1 The Ground

Explanation: _____

- The size of the court, the width and color of the line, the distance between the inside and outside lines, etc., are determined through agreement by the games committee.



Clause 2 Gate (Figures 1 and 2)

1. The gates include the first gate, the second gate and the third gate, and the placement of each gate is as follows:
 - (1) The center of the first gate is set 4 meters from the center of the start area on the fourth line, toward the second line and parallel to the first line. The gate is placed parallel to the fourth line.
 - (2) The center of the second gate is set 2 meters from the second line, perpendicular in the inner direction from a point on the second line $\frac{3}{5}$ the distance from the second corner to the third corner. The gate is placed parallel to the first line.
 - (3) The center of the third gate is set 2 meters from the mid point of the fourth line, perpendicular inner direction from the fourth line. The gate is placed parallel to the first line.
2. The gate is made by bending a cylinder rod with a diameter of 1 centimeter (+/- 1 mm) by 90 degrees in two sections to resemble a handle. The handle shall be securely placed vertical to the ground, have a width of 22 centimeters, and a height of 19 centimeters from the ground. The gate should be of a color that contrasts easily with the ground.
3. Each gate should be labeled with a gate number. The size of the label should not be greater than 10 centimeters in both height and width, and shall be placed on top of the gate.

Explanation: _____

- Ⓐ Although the games committee has determined the placement of the first gate according to circumstances, the first gate may be placed closer than the indicated 4 meters from the center of the start area of the fourth line.
 - Ⓑ The placement of the gate number label and the color of the gate is determined by the games committee.
-

Clause 3 Goal-pole (Figures 1 and 2)

1. The goal-pole shall be set in the center of the court.
2. A cylinder pole with a 2 centimeter diameter (+/- 1 mm) shall be used as the goal-pole, and secured vertical to the ground so that the height of the pole from the ground is 20 centimeters. The pole should be of a color that contrasts easily with the court.

Explanation: _____

- An additional marker, such as the number of the court, may be placed on top of the goal-pole.

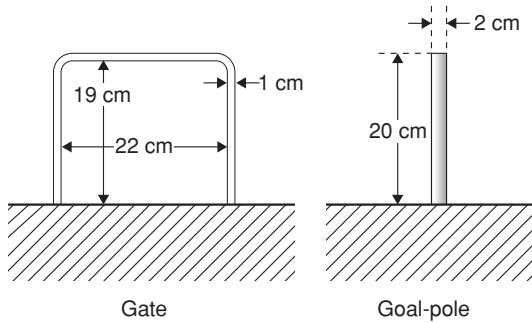


Figure 2

Clause 4 Free Zone

1. A free zone shall be set outside of the outside line.
2. For the game to be conducted smoothly, the free zone shall be of sufficient space.
3. During a game, only the players, managers, referees and persons invited into the zone shall be allowed to enter.

Clause 5 Waiting Area

1. A waiting area shall be designated within the free zone.
2. The waiting area shall have seats (benches, chairs, etc.) for the manager and players.



Explanation: _____

- The size of the free zone and preparation of the waiting area are determined through agreement by the games committee.
-

Clause 6 Additional Facilities

1. A scoreboard shall be set on the playing field, in view of the players and spectators.
2. The scoreboard shall be set so that it does not impede the game, and shall be set according to circumstances at the playing field.

Explanation: _____

- The placement of the scoreboard is determined through agreement by the games committee.
-

Article 2 Equipment

Clause 1 Stick (Figure 3)

1. The stick shall consist of a head and a shaft forming a T-shaped instrument with no restrictions on weight or type of material.
2. The head shall consist of one solid piece of 18 to 24 centimeters in length, and shall have a cylindrical shape in principle.
3. The face shall be 3.5 to 5 centimeters in diameter.
4. The shaft shall be 50 centimeters or more in length, and should be secured at the mid point of the head. The shaft is permitted to be curved.

Clause 2 Ball (Figure 3)

1. The ball used shall be of a spherical shape with a diameter of 7.5 centimeters (+/- 0.7 mm) and a weight of 230 grams (+/-10 grams), made of synthetic resin, and shall all be identical.

2. There shall be a total of ten balls: five red balls and five white balls. The red balls shall be marked in white with odd numbers '1', '3', '5', '7', and '9'; and the white balls shall be marked in red with even numbers '2', '4', '6', '8', and '10'. The numbers shall be marked on the outer surfaces of the balls, respectively, in two standard-sized 5 centimeters with symmetrization.

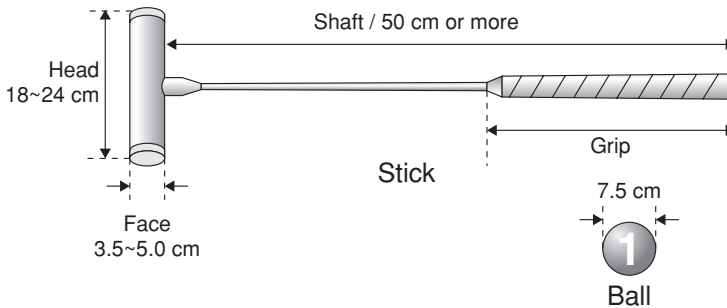


Figure 3 Equipment

Chapter 2 Team

Article 3 Team

Clause 1 Team Structure

1. The team shall consist of five players and up to three substitutes, among whom one shall be designated the captain.
2. Each team may have one manager (non playing) specific to the team.

Article 4 Manager and Players

Clause 1 Duties of the Manager

1. The manager shall head the team and be responsible for the actions and comments of the team.
2. The manager shall conduct the following:



- (1) Designate a captain.
- (2) Indicate the substitution of a player.
- (3) Indicate the absence of a player.

Clause 2 Duties of the Captain

1. The captain shall represent the players and be responsible for the actions and comments of the team.
2. The captain shall conduct the following:
 - (1) Submit a playing order sheet.
 - (2) Choose whether the team leads or follows.
 - (3) Choose the waiting area.
 - (4) Sign the record sheet at the end of the game.
3. The captain may question the referee in accordance to the following:
 - (1) The questioning must be done at the time the action in question arises. Furthermore, once the question has been addressed, the captain may not repeat the question.
 - (2) The question must be asked in a polite and courteous manner.
4. When a manager is not present, the captain shall take on the responsibilities of the manager.

Explanation:

- The captain may take on the responsibilities and duties of the manager with delegation power as an agent even when the manager is present.

5. Where the captain is not able to perform his/her responsibilities, a substitute captain shall be designated from among the players, and indicated to the referee.

Explanation:

- ⓐ Where the manager is not present, and the captain is unable to designate a substitute, one of the players shall be designated and indicated from within.
- ⓑ A substitute captain shall only retain the position during that particular game.



Clause 3 Clothing

1. The starting players, as well as substitute players, shall wear the number indicating their playing order on the front of the shirt, as well as either on the back of the shirt or on the arm. The size of the number shall have a height of 10 centimeters or more. There are no restrictions on the shape of the number.
2. The manager must wear an identification on the front of the shirt or on the arm noting that s/he is the manager.
3. The captain must wear an identification on the left arm noting that s/he is the captain.
4. All players in the same team must wear the same uniform.

Explanation: _____

- Depending on the purpose of the game, its positioning and based on the implementation procedures for each match, provisions can be implemented such as not allowing teams, the members of who are not wearing identical uniforms, to participate in a game.
-

5. The manager and players must wear athletic shoes.

Explanation: _____

- The shoes to be worn shall not have a level difference on the heels, or be something that could harm the playing field.
-

6. The players must not have anything on their person that might impede the game.

Clause 4 Basic Conditions to be Observed by the Manager and Players

1. The manager and players shall understand and observe the Official Gateball Game Rules (hereinafter “Game Rules”).
2. The manager and players must accept the decisions of the referee in the spirit of true sportsmanship.
3. The manager and players must treat the other teams, teammates and spectators in the spirit of fair play, and communicate with courtesy.



4. The manager and players must not take action aimed at influencing the decision of the referee or hide a foul of the rules made by the team.
5. The manager and players must not take action aimed at extending the game.

Chapter 3 Preparing for the Game

Article 5 Preparing for the Game

Clause 1 Submitting the Playing Order Sheet

1. The captains of the respective teams must submit a playing order sheet to the referee before start of the game.

Clause 2 Deciding Who Goes First

1. After the playing order sheets are submitted, the referee will conduct a coin toss, after which the captain of the team winning the toss will decide whether the team will lead or follow. The captain of the team losing the toss will choose the waiting area.

Clause 3 Confirmations Before Start of the Game

1. Prior to the start of the game, the referee will confirm the playing order and inspect the equipment and clothing of the players.

Chapter 4 How to Play the Game

Article 6 How to Play the Game

Clause 1 Formality of the Game

1. The game consists of 2 teams with 5 players on each team.
2. The game will proceed starting with the first player of the leading team, alternating between the teams in their respective orders until the end of the game.

Clause 2 Duration of the Game

1. The duration of the game will be 30 minutes.

Clause 3 Start of the Game

1. The game will start upon the chief referee calling “Play Ball.”
2. At the beginning of the game, the starting players will line up behind the start area, in order, from the first player to the tenth player. (Figure 4)

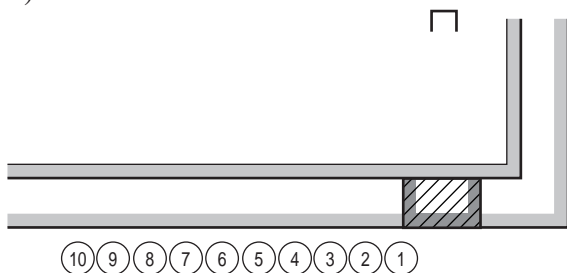


Figure 4 Placement at the start of play

Clause 4 End of the Game

1. The game will end upon the chief referee calling “Game Set.”
2. If the game is in session after 30 minutes from the start, the game will end in the following manner.
 - (1) If a stroker from the leading team is up, the game will end when the next stroker from the following team has his/her turn.
 - (2) If a stroker from the following team is up, then the game will end when that stroker’s turn is completed.

Clause 5 Playing Order and the Ball

1. The playing order of the stokers is from one to ten.
2. Players shall each be given their own balls, the numbers of which shall correspond to the playing order number.
3. The leading team shall use red balls as their own, and the following team shall use the white balls as their own.

**Explanation:** _____

- For each player, the nine balls other than his/her own ball shall be referred to as the other balls. For example, for the first stroker, the ball number 1 is that stroker's own ball, and the remaining balls are the other balls.
-

Clause 6 Substitution of Players

1. The substitution of players refers to when a player is replaced with a substitute.

Explanation: _____

- After submitting the playing order sheet, each substitute appearing on the sheet may replace a player once.
-

2. A player who has been substituted may not return into the game.
3. The manager or captain must inform the referee of all substitutions before the start of play, or before a stroker is called up to stroke.
4. A player entering a game on a substitution must appear before the referee when the said playing order is announced. However, a substitution cannot be made while a stroker is playing.
5. Should a player who had already been replaced play again during the game, or if a new player plays without notifying the referee, the play shall become invalid (Article 10, Clause 2).

Explanation: _____

- A substituting player will assume the playing order of the replaced player, and must wear the playing order number of the replaced player.
-

Clause 7 Absence of Players

1. Should a player become absent during a game, the game may continue without the player. However, the manager or captain must notify the referee of such absence.
2. The ball of the absent player shall remain as is, and any points gained by other players as a result shall be valid.



Chapter 5 Winning and Losing

Article 7 Deciding the Winner

Clause 1 Score and Result

1. The score is determined by the following:
 - (1) When a successful pass is made through the first gate, one point is given.
 - (2) When a successful pass is made through the second gate, another point is given, for a total of two points.
 - (3) When a successful pass is made through the third gate, another point is given, for a total of three points.
 - (4) Upon successfully finishing, another two points are given, for a total of five points.

Explanation: _____

- The maximum points possible for a team is 25 points.
-

2. At the end of the game, the points of each team's players are added, and the team with the greater total points becomes the winner.

Clause 2 Deciding the Winner when Points are Tied

1. In the case where the two teams are tied with an equal number of points, tiebreakers are used based on the details to the total points to determine the winner, in the following order:
 - (1) The team with more players finishing becomes the winner.
 - (2) If the same number of players finished, the team with more players successfully passing through the third gate becomes the winner.
 - (3) If the same number of players finished, and the same number of players successfully passed through the third gate, the team with more players successfully passing through the second gate becomes the winner.



2. In the case where a winner cannot be determined according to 1 above, tiebreakers are used to determine the winner, in the following order:
 - (1) The players at the end of the game will line up in order from 1 to 10, and will compete in successfully passing through the first gate. The team with more successful passes becomes the winner. If one team mathematically clinches the win at any point, the game ends at that point.

Explanation: _____

- If a player is absent at the end of the game, this opening cannot be filled.
-
- (2) If a winner cannot be determined according to 2 (1) above, the first and second player will compete one on one in successfully passing through the first gate. If a winner still cannot be determined, the next two-players according to playing order will compete one on one in successfully passing through the first gate, and continue this process until a winner can be determined. At this point, if a player is absent, the other team can win simply by successfully passing through the first gate.
 3. If a winner cannot be determined according to 1 before, rather than determining a winner by way of 2 above, the game may be recorded as a tie.

Clause 3 Perfect Game

1. During a game, if either team reaches 25 points, the game will be recorded as a perfect game and the winner shall be decided as follows:
 - (1) When the leading team achieves a perfect game as the result of a play by a stroker in the leading team, the game ends with a play by the player in the following team, and the winner shall be decided.
 - (2) When the following team achieves a perfect game as the result of a play by a stroker in the leading team, the game ends with a play by that stroker, and the winner shall be decided.



- (3) When the leading team achieves a perfect game as the result of a play by a stroker in the following team, the game ends with a play by that stroker, and the winner shall be decided.
- (4) When a perfect game is achieved by the following team as the result of a play by a stroker in the following team, the game ends with a play by that stroker, and the winner shall be decided.

Explanation: _____

- If both teams reach 25 points, the game shall be a tie. The winner shall be decided in accordance with methods 2 and 3 for determining the winner, outlined in the above clause, that apply when the same points are reached.
-

Article 8 Forfeit

Clause 1 Abandonment

1. In the case where any of the following occurs, the team would be seen as forfeiting the game, resulting in the other team winning by forfeit:
 - (1) The team announces their intentions to abandon the game.
 - (2) The team has less than five players at the start of the game.
 - (3) The team refuses to play after the referee orders the team to play.

Clause 2 Non-eligible Participation

1. When a team enters a player that is not eligible to play, this shall be seen as a non-eligible participation, resulting in the other team winning by forfeit.

Explanation: _____

- An eligible player is a player that is registered with the participating team, meets the qualifications to participate, and whose participation has been confirmed at the start of the game.
-



Chapter 6 The Game

Article 9 Play and Rights as a Stroker

Clause 1 Entrance and Exit of the Stroker

1. The stroker is the player who has been called upon the stroke, and is the person that enters the court to play.
2. The rights as a stroker ends upon stroking the ball that ball stops within the inside line, the ball becomes an out-ball, or the stroker completes a finish. The rights as a stroker also end when a foul or foul is committed.
3. When the rights as a stroker end, the stroker shall promptly exit the court.

Clause 2 Timer Over

1. A stroker must stroke (Article 12, Clause 1) or spark (Article 16, Clause 1 (1)) within ten seconds.
2. The ten seconds are counted from either of the following:
 - (1) When the stroker is called upon the stroke.
 - (2) Where the right for continuous play (Article 12, Clause 3) has occurred.
3. Should a stroker not stroke or spark within the ten seconds, this becomes a foul due to a “time over” foul to the stroker.

Explanation: _____

- The 10 seconds measured by the referee shall be final and binding.

4. The player loses his rights as a stroker when such foul is committed. However, when a time limit over foul is committed during a spark, depending on the situation, the process outlined in Article 16, Clause 4, sections 2 and 3 on sparking fouls shall be followed.

Explanation: _____

- All balls moved following the notification of a foul shall be returned to their respective locations before the balls were moved.



Clause 3 Confirmation by the Stroker

1. A stroker may confirm the following points. The time used for such confirmation will not be counted as referee time (Article 21, Clause 1).
 - (1) Confirmation regarding a successful pass through a gate.
 - (2) Confirmation regarding a successful finish.
 - (3) Confirmation regarding a successful Touch.
 - (4) Following a successful Touch, confirmation that there is a contact situation between the stroker's ball and the touched other ball(s) and a contact situation between the touched ball(s) and other ball(s).

Explanation: _____

- The following points may be confirmed:
 - 1 Whether a ball on the gate line moved in the correct direction or the opposite direction.
 - 2 Whether or not one of the other balls set for sparking is touching the gate line.
 - 3 Whether or not a ball successfully passing through the third gate is touching the goal-pole.
 - 4 Where the stroker's ball is touching one of the other balls, whether or not a Touch can be successfully made by stroking the stroker's ball.
 - 5 Which ball the Touch was successfully made with.
 - 6 Whether or not there is a contact situation between the stroker's ball and touched other ball(s) after a Touch.
 - 7 Whether or not there is a contact situation between the touched ball(s) and other ball(s) after a Touch.
-

Article 10 Effective Plays and Ineffective Plays

Clause 1 Effective Plays

1. Valid plays refer to plays made in accordance with the game rules, and include both proper plays and foul plays.
 - (1) Proper plays refer to the proper stroking and sparking by a stroker, and the actions taken leading up to these plays.



(2) Foul plays refer to plays made by a stroker that result in a foul.

Clause 2 Ineffective Plays

- 1 Ineffective plays refer to plays made by a stroker, or actions of a player other than the stroker, during referee time.

Article 11 Movement of the Ball

Clause 1 Valid Moves

1. Aside from invalid moves, all movements of balls as a result of a proper play by a stroker shall be valid.

Clause 2 Invalid Moves

1. The following moves shall all be regarded as invalid moves, and balls moved shall be returned to their positions before the move:

Explanation: _____

- In the event of a secondary and/or tertiary movement of a ball (balls) as the result of an invalid move, that ball(s) shall be returned to its position before the move. However, if a ball making an invalid move touches a ball making a valid move, then the ball making the valid move shall remain in the position at which it stopped following that move.

-
- (1) The movement of a ball following a foul play.
 - (2) The movement of a ball following an ineffective play.
 - (3) Moving one of the other balls before the successful pass of a ball through the first gate is made.
 - (4) Moving a ball that is touching a gate or the goal-pole, as a result of stroking an out-ball.
 - (5) The movement of an out-ball that does not end up within the inside line.
 - (6) Moving a ball that has finished, or the equivalent.
 - (7) The movement of a ball as a result of the stroker touching a gate or the goal-pole.



- (8) The movement of the stroker's ball or other ball during a spark while the play is recognized as a proper play.

Explanation: _____

Examples of Clause 2, 1 (8)

- Ⓔ When following a Touch, the play stops with the stroker's ball touching one of the other balls, and the stroker's ball moves as a result of picking up the other ball touched.
 - Ⓑ When following a Touch, the play stops when the other ball touched and one of the other balls are touching each other, and one of other balls moves as a result of picking up the ball that the other ball touched.
 - Ⓒ When following a Touch, the play stops with the stroker's ball touching a number of other balls, and the stroker's ball and one of the other balls move as a result of temporarily moving a third ball.
 - Ⓓ When a ball is touching a gate or the goal-pole, during a Spark, another ball touched is picked up and dropped on the gate or goal-pole, resulting in indirectly causing the ball to move.
 - Ⓔ When following a Touch, the stroker's ball touches a gate or the goal-pole, then during a spark, the Touched ball is picked up and dropped on the gate or goal-pole, resulting in indirectly causing the stroker's ball to move.
 - Ⓕ When following a Touch, the stroker's ball and the other ball touched both touch a same gate or the goal-pole, then when picking up the other ball touched during a Spark, the stroker's ball is indirectly moved.
 - Ⓖ When a ball is touching a gate or the goal-pole, and the other ball touched also touches the gate or goal-pole, then when picking up the other ball touched during a Spark, the ball is indirectly moved.
 - Ⓖ When the stroker's ball is touching a gate or the goal-pole, and due to the impact of a Spark, a ball touching the gate or the goal-pole is indirectly moved.
-

- (9) Other than (1) through (8) above, a move that the referee designates as an invalid move.



Explanation: _____

Examples of Clause 2.1 (9)

- Ⓐ When a ball has gone outside of the inside line, the ball touches an out-ball treated, resulting causing the out-ball to move.
 - Ⓑ When a ball is moved due to weather or other conditions.
 - Ⓒ When uniform, sleeve or any other part of the stroker's clothing touches a ball, or a hat is removed from his/her body and touches a ball, causing the ball to move.
-

Article 12 Stroking

Clause 1 Stroking

1. Stroking refers to the act of a stroker stroking his/her own ball with the face of the stick.
2. The stroker cannot refuse his/her own turn to stroke.

Explanation: _____

- If dirt or grass is stroked with the stroker's ball, the play is still considered valid.
-

Clause 2 Start Stroking

1. For the start stroking, the stroker must place his/her own ball in the start area to stroke. (Figure 5)

Explanation: _____

- Ⓐ One can change the placement of the stroker's ball.
* However, the hand must be used if repositioning the ball.
 - Ⓑ It is not a foul if the stroker's stick comes into contact with a ball that has not been placed on the court.
-

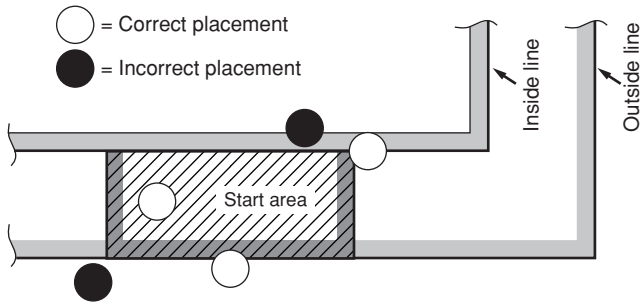


Figure 5 The correct and incorrect placements of a ball at “start stroking.”

2. A stroker may ask the referee to have a ball temporarily moved if it is determined that the ball is obstructing the path to complete a pass through the first gate. (Page 126, Appendix 1)

Clause 3 Gaining the Right for Continuous Play

1. Gaining the right for continuous play refers to the following cases where all balls stop within the inside line:
 - (1) When a successful pass is made through a gate.
 - (2) When the right to spark is gained.
 - (3) When a Spark is successful and the actions relating to the Spark are completed.
2. During stroking, when the stroker’s ball passes through a gate and the ball stops within the inside line, the stroker can stroke the ball one more time.
3. During stroking, when the stroker’s ball makes a successful Touch and both the stroker’s ball and the Touched ball stop within the inside line, the stroker must spark the ball that is Touched.
4. When Sparks are successfully made, the stroker is given an additional stroke for each successful Spark.

Clause 4 Stroking Foul

1. If a stroker conducts any of the following, it shall be regarded as a foul



and therefore as a stroking foul:

- (1) When pushing, stroking twice, or stroking with any other part of the stick than the face.

Explanation: _____

- Ⓔ Pushing refers to when the face of the stick pushes the stroker's ball forward while already touching, rather than actually stroking the ball.
 - Ⓕ Stroking twice refers to when the face of the stick touches the stroker's ball twice, occurring in such instances as when the ball hits the leg of a gate or the goal-pole and bounces back onto the face.
-

- (2) If stroking by kicking the head and/or the shaft of the stick, or if stroking by hitting the head with the hand or while the hand remains on the head.

- (3) When a ball is indirectly moved.

Explanation: _____

- Indirectly moving a ball refers to the following:
 - 1 When a ball moves after hitting a gate, the goal-pole, soil or grass with the face of the stick.
 - 2 When a ball is touching a gate or the goal-pole, and the stick touches the gate or goal-pole.
-

- (4) When stroking before the right to spark is gained.

- (5) When stroking without spark although the right to spark is gained.

- (6) Following a successful Spark, stroking before the right for continuous play is gained.

- (7) Start stroking without bringing the stroker's ball to the start area.

- (8) When stroking one of the other balls.

- (9) When stroking the stroker's ball while it is still moving.

2. When a stroking foul occurs, the stroker loses the rights as a stroker, and the play shall be handled in the following manner:

- (1) If for 1 (1), (2), (3), (4), (5) and (6) of this Clause;

- (a) the ball moved due to the foul shall be placed where it was

- before hitting.
- (2) If for 1 (7) of this Clause;
 - (a) the ball moved due to the foul shall be returned to the player.
 - (3) If for 1 (8) of this Clause;
 - (a) the other balls moved due to the foul shall be placed where it was before stroking.
 - (4) If for 1 (9) of this Clause;
 - (a) the ball shall be placed at the "chokkingai" before stroking.
 - (5) If a stroking foul occurs during sparking, the process outlined in Article 16, Clause 4, sections 2 and 3 on sparking foul shall be followed depending on the situation.
3. The term "chokkingai" in 2 (4)(a) of this Clause is hereafter defined as 10 centimeters to the outside of the closest point of the inside line to where the stroking foul occurred.

Article 13 Passing the Gate (Gate Tsuka)

Clause 1 Passing a Gate and its Rights

1. Passing a gate, also known as "Gate Tsuka", is successfully done by moving a ball located within the inside line in the correct direction through the front side, and completely passing it through the gate line (Figure 6).

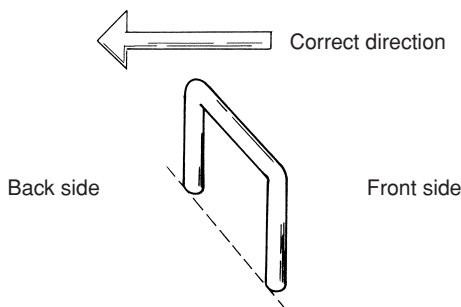


Figure 6 Gate line

**Explanation:** _____

- The gate line is the line drawn between the backside of the legs of the gate.

2. The successful pass through a gate refers to the first time the ball is passed through the first gate, second gate, and third gate, respectively. Furthermore, to successfully pass through the first gate, rules outlined in Article 13, Clause 2 must also be met.
 3. If the ball stops on the gate line as it moves from the back side to the front side, stroking it back through to the back side on the next turn will not make the stroke a successful pass through the gate.

Explanation: _____

- If the ball is passed through from the back side to the front side so that it is not touching the gate line, and then is stroked back through to the back side on the next turn, this would be regarded as a successful pass through the gate.

4. When passing another ball through a gate on a spark, as long as the other ball is not touching the gate line when set (Article 16, Clause 1, section 2), the pass will be regarded as a successful pass through the gate.
 5. When an out-ball is stroked, even if it passes through a gate, it cannot be regarded as a successful pass through the gate.
 6. If an out-ball is stroked and lands on the gate line after entering the gate in the correct direction through the front side, the successful pass through the gate can be completed on the next turn. However, if the ball lands on the gate line after entering the gate in the opposite direction through the back side, it shall be observed in the same manner as 3 of this Clause.



Clause 2 Successful Pass Through the First Gate (the "First Gate Tsuka")

1. When the stroker's ball is stroked in the start area, passes through the first gate, and stops within the inside line, this is regarded as a successful pass through the first gate, or also known as "First Gate Tsuka".

Explanation: _____

- A ball successfully passing through the first gate is referred to as an in-ball. (Article 17, Clause 1)
-

Article 14 Finishing (Agari)

Clause 1 A Successful Finish

1. A successful finish, or also known as "Agari" occurs when a ball having already successfully passed through the third gate hits the goal-pole.
2. When a stroker attempts to successfully finish another ball by sparking, if the stroker sets the other ball so that it is touching the goal-pole, the move will not be recognized as a successful finish.
3. If a ball that successfully passes the third gate ends up touching the goal-pole, the ball will be recognized as successfully finished on the following move.
4. If a stroker strokes the goal-pole with an out-ball that has successfully passed the third gate, it will not be considered a successful finish.
5. A ball that has successfully finished shall be removed from within the court.

Article 15 Touch

Clause 1 A Successful Touch

1. A Touch occurs when the stroker's ball is stroked and moves to touch another ball. If the stroker's ball is already touching another ball, a successful Touch can be made just by stroking the ball.



2. If the stroker's ball touches another ball before successfully passing the first gate, it is not regarded as a successful Touch.

Clause 2 Gaining the Right to Spark

1. If a successful Touch is made, and both the stroker's ball and the touched ball remain within the inside line, the stroker must proceed to spark.
2. If the stroker generates the right to spark a number of other balls, regardless of the order the balls touched, all other balls must be sparked.

Clause 3 Priorities on Sparking

1. When the successful pass of a gate and the right to spark are generated on the same stroke, the spark must be conducted first.
2. A stroker receives both stroking rights and sparking rights, the stroker must prioritize the sparking rights over the stroking rights.

Clause 4 Touching the Same Ball Twice

1. During a continuous play, if a ball used in sparking is touched a second time, this becomes a foul known as a 'touching the same ball twice.'
2. If a touching the ball twice occurs, the stroker loses his/her right as a stroker, and the play proceeds in the following manner:
 - (a) The stroker's ball shall be placed at the "chokkingai" of where a touching the ball twice occurred.
 - (b) The other ball that was touching twice shall be placed where it was second touched.

Article 16 Spark

Clause 1 Spark

1. Sparking is where, after setting the balls, one moves another ball by causing impact to the stroker's own ball.



2. Setting the balls refer to stepping on the stroker's own ball when the ball has stopped, and placing a touched ball so that it touches the stroker's ball.
3. The other ball must be set within the inside line.
4. The stroke cannot refuse to spark.
5. All movements made as a result of sparking other balls are valid.

Explanation: _____

- If planning to make the other ball an out-ball, the stroker must indicate to the referee the direction the ball is going to be spark.
-

Clause 2 Stroker's Actions on Sparking

1. Stroker's actions on sparking refer to all actions after the point at which all balls come to a stop following Touch to when the stroker steps off his/her own ball following a successful spark.

Explanation: _____

- ⓐ The order of stroker's actions on sparking are as follows:
 - 1 Pick up the Touched ball.
 - 2 Step on the stroker's ball to secure.
 - 3 Place the other ball within the inside line so that it touches the stroker's ball.
 - 4 Remove his/her hand from the set other ball.
 - 5 Hit the stroker's ball to move the other ball.
 - 6 Remove his/her foot from the stroker's ball.
 - ⓑ The stroker may pick up the other ball after stepping on his/her own ball.
 - ⓒ By stepping on both the stroker's ball and the Touched ball, the balls are considered set.
-

2. The following stroker's actions with relation to sparking are proper plays:
 - (1) Stepping on both the stroker's ball and the other ball together.
 - (2) Replacing or twisting one's own foot while having stepped on only the stroker's ball.



- (3) Touching the stroker's ball while setting.
- (4) Reset.
- (5) The stroker strokes his/her foot at the same time s/he strokes the ball.
- (6) The stroker's ball moves underneath one's foot.

Explanation: _____

- When the stroker's ball moves underneath one's foot, should the referee determine the player to have an unfair advantage in passing a gate, finishing, or on a touch play due to the movement, the stroker shall stroke the ball after the referee has placed the ball back in its original place.
-

3. Following the Touch of a number of balls, if the stroker's ball is touching a number of balls that it Touched, the stroker shall temporarily move the balls that will be sparked second and thereafter. (Page 126, Appendix 1)

Explanation: _____

- Ⓔ The order of temporary moving of balls by the stroker.
 - 1 If touching two other balls:
Pick up and temporarily move the ball to be sparked second.
 - 2 If touching three other balls:
Pick up and temporarily move the balls one at a time. Picking up both balls at the same time is also allowed.
 - Ⓑ The balls temporarily moved shall be placed where it does not obstruct the game by the stroker.
 - Ⓒ If the Touched ball moves over to stop and touch another ball directly or indirectly, the stroker can pick up the other Touched ball.
-

Clause 3 Completions of Sparking

1. A successful spark refers to the following:
 - (1) When the other ball sparked moves more than 10 centimeters from the stroker's ball.
 - (2) When the other ball sparked successfully finishes.



- (3) When the other ball sparked becomes an out-ball. (Article 17, Clause 2)

Clause 4 Sparking Foul

1. If any of the following stroker's action on sparking occur, it shall be regarded as a foul and therefore as a sparking foul:
 - (1) After picking up a Touched ball, and before the spark, the stroker's ball or another ball is directly moved by the Touched ball.
 - (2) Before setting, while stepping or re-stepping on the stroker's ball, the ball rolls away from underneath the foot.
 - (3) After setting, while re-stepping on the stroker's ball, the ball rolls away from underneath the foot.
 - (4) If sparking carried out without moving the hand from the set other ball.
 - (5) If the stroker hits only the foot.
 - (6) If the ball sparked travels less than 10 centimeters from the stroker's ball.

Explanation: _____

- If the ball travels more than 10 centimeters, but returns to within 10 centimeters after hitting an obstacle such as a gate, the spark will be considered successful.
-
- (7) Following a successful spark, if the other ball sparked hits a gate or the goal-pole and returns to touch the stroker's ball and stop.
 - (8) Following a spark, the stroker's ball moves away from underneath the foot.
 - (9) If the stroker's actions on sparking are done simultaneously to numerous balls.

**Explanation:** _____

- Stroker's actions on sparking done simultaneously to numerous balls refer to the following:
 - 1 After holding the first Touched ball to be sparked, change the order of ball to be sparked.
 - 2 Pick up a number of touched balls at the same time. However, if the stroker's ball is touching three other balls, the balls to be sparked second and on may be temporarily moved.
 - 3 Although the stroker's ball is touching a Touched ball, the stroker touches another Touched ball.

- (10) If the stroker sets the Touched ball outside of the inside line and sparks.
 - (11) If following a successful spark, the stroker moves the his/her own ball from under the foot.
2. Should a spark foul occur, the stroker loses the rights to spark, and the play shall be handled in the following manner:
 - (1) If the foul occurred within the inside line after all balls have come to a stop, but before the Touched ball is set;
 - (a) the stroker's ball and the Touched ball should be placed back to where the balls stopped following the Touch.
 - (2) If the foul occurred after the Touched ball is set, but before the spark is successfully completed;
 - (a) the stroker's ball shall be placed where it stopped following the Touch and;
 - (b) the other ball shall be placed where it was set for the spark.
 - (3) If the foul occurred after the successful spark, but before the stroker steps off the ball;
 - (a) the stroker's ball shall be placed where it stopped following the Touch.
 - (4) Following a successful spark, if the other ball sparked hits a gate or the goal-pole and returns to touch the stroker's ball and stop;
 - (a) the stroker's ball and the other ball sparked shall be placed where they touched each other following the spark.



- (5) If the stroker sets the Touched ball outside of the inside line and sparks;
 - (a) the stroker's ball and the other ball sparked shall both be placed where they stopped following the Touch.
3. As a result of the measures following a sparking foul, if the stroker's ball and the Touched ball be placed within 10 centimeters of each other, the following shall take place:
 - (a) The ball shall be placed at the "chokkingai".

Explanation: _____

- In the case of Clause 2 (3), even if the distance between the stroker's ball and the other ball is 10 centimeters or less as a result of the measures following a sparking foul, because sparking has been successfully completed, the stroker's ball shall remain in its position and not be placed at the "chokkingai".
-

Article 17 In-ball and Out-ball

Clause 1 In-ball

1. An in-ball refers to a ball successfully passing through the first gate, and remaining within the inside line.
2. By stroking the stroker's out-ball (ball outside of the inside line) to within the inside line, the ball becomes an in-ball.

Clause 2 Out-ball

1. An out-ball refers to a ball that has gone outside of the inside line, or a ball that has been placed at the "chokkingai" by a foul play.
2. An out-ball that has gone outside of the inside line shall be placed 10 centimeters perpendicular to the outside of where the ball crossed the inside line.
3. A stroker may ask the referee to temporarily remove an out-ball if the stroker feels the ball will obstruct play.



Clause 3 Stroking an Out-ball

- 1 An out-ball shall be stroked from the designated position it is placed.
- 2 If a stroker's out-ball is stroked and once again exits the inside line, the ball shall become an out-ball from where it crossed the inside line this time.

Clause 4 Out-ball Stroking Foul

1. If an out-ball that is stroked ends up touching another ball, it shall be regarded as a foul and therefore as an out-ball stroking foul.

Explanation: _____

- ⓐ Another ball refers to balls (including out-balls) inside the court, excluding balls that have made an invalid move.
 - ⓑ Where another ball is touching a gate or the goal-pole, and the stroker's ball hits the gate or goal-pole, indirectly causing the other ball to move, the move shall become invalid. However, the move by the stroker's ball shall be valid.
-

2. Where an out-ball foul occurs, the play shall be handled in the following manner.
 - (a) The stroker's ball shall be placed at the "chokkingai" of where the foul occurred.
 - (b) The other balls that have been moved as a result of an out-ball foul shall be placed where the balls were before the movement.

Article 18 Ball Touch Foul

Clause 1 Ball Touch Foul

1. Should a stroker touch a ball placed within the court for any other reason than permitted by the game rules, it shall be regarded as a foul and therefore as a ball touch foul.

**Explanation:** _____

● Examples of Clause 1, 1

- 1 If, at the start stroking, the stroker repositions his/her own ball with his/her feet, etc.
 - 2 If a stick dropped by the stroker touches the ball
 - 3 If the touched other ball is pulled over by the stroker using the stroker's stick.
 - 4 If something worn by the stroker falls away from the body to touch the ball.
- * However, it shall not be a foul if the hem or sleeve of a uniform touches a ball, or a hat falls away from the body and touches the ball.
-

2. Where a ball touch foul occurs, the stroker loses the right as a stroker, and the play shall be handled in the following manner:
 - (1) If the stroker touches a still ball;
 - (a) the ball to which the foul occurred shall be placed where it was touched.
 - (2) If the stroker touches his/her own ball while it was moving;
 - (a) place the ball to the “chokkingai” of where it was touched.
 - (3) If the stroker touches another ball while it was moving;
 - (a) the ball to which the foul occurred shall be placed where it was touched, and;
 - (b) the stroker's ball shall be placed to the “chokkingai” of where it was stopped.
 - (4) If a ball touch foul occurs during the stroker's actions on sparking, the process outlined in Article 16, Clause 4, sections 2 and 3 on sparking foul shall be followed, depending on the situation.

Article 19 Play Interference**Clause 1 Play Interference**

1. Should the referee determine that a manager or player has interfered with a play, the chief referee will take the following steps to ensure



the interference does not benefit the team to which the person committing the foul resides.

- (1) Take away stroking rights.
- (2) Take “chokkingai” measures.
- (3) Disallow successful passes through gates and finishes.
- (4) Eject a manager or player from the game.
 - (a) The ball of a player who has been ejected will be removed from the court, the player’s number will be an absent number, and points obtained prior to the ejection shall be valid.
- (5) Declare the team disqualified.

Article 20 Time Out

Clause 1 Time Out

1. A time out refers to when the chief referee asks to temporarily suspend the game, and the game clock is stopped during this time. A team may not request for a time out.

Article 21 Referee Time

Clause 1 Referee Time

1. The referee time is the time used in abiding to the directions of the referee during the game.
2. The time between when a foul ruling is made and when the next stroker is called shall be referee time.
3. The time used for a referee to answer a question brought forward by a captain shall be referee time.
4. The time used as referee time will be excluded from the “time over” fouls but included in the duration of the game.
5. Stroker’s actions taken by the stroker during referee time will be considered ineffective play.



Article 22 Exchange of Equipment

Clause 1 Exchanging the Stick

1. A stroker may exchange the stick upon informing the referee, but may only bring one stick into the court. Furthermore, the time used to bring in the stick will not be considered as referee time.
2. The sticks that can be exchanged are limited to sticks that have already been inspected.

Chapter 7 Interruption, Postponement and Cancellation of the Game

Article 23 Interruption, Postponement and Cancellation of the Game

Clause 1 Interruption of the Game

1. The game may be temporarily interrupted due to weather or other reasons which make continuation of the game impossible.
2. Games that are temporarily interrupted will restart in the exact situation as when the game was interrupted.

Clause 2 Postponement and Cancellation of the Game

1. When the continuation of play is deemed impossible, the game shall be either postponed or cancelled.
2. If a decision to postpone a game is made before 20 minutes into the game, the game shall be placed in its entirety.
3. If a game is cancelled after more than 20 minutes of the game has been played, the game shall become a called game, and the results shall become official.



Chapter 8 Referees

Article 24 Referees

Clause 1 The Structure of the Panel of Referees

1. One chief referee
2. One assistant referee
3. One recorder
4. A linesman, should it be deemed necessary

Clause 2 Chief Referee

1. The rights of the chief referee.
 - (1) The chief referee shall lead the game in accordance to the game rules, and have the right to make decisions to problems arising during the game that are not included in the game rules.
2. The duties of the chief referee is to:
 - (1) Announce the “Play Ball” and “Game Set”.
 - (2) Notifying players in the playing order to come up and stroke.
 - (3) Announce time outs and return to play.
 - (4) Announce interruptions and return to play.
 - (5) Determine the penalty given to an interfering player.
 - (6) Decide and announce disqualifications.
 - (7) Confirm the record game results following the game.
 - (8) Decide and announce the winner.
 - (9) Receive signatures from both captains following the decision and announcement of the winner.

Clause 3 Duties of the Chief Referee and Assistant Referee

1. The duties shared by both the chief referee and the assistant referee are to:
 - (1) Inspect the ground.
 - (2) Confirm playing order of both team.

- (3) Confirm the leader and follower.
- (4) Inspect the equipment and uniforms.
- (5) Decide and announce the successful pass through gates and successful finishes.
- (6) Decide and announce a successful Touch.
- (7) Decide and announce an out-ball.
- (8) Acknowledge the substitution of a player and notify this to the recorder.
- (9) Decide and announce fouls.
- (10) Give warnings regarding game interference.
- (11) Respond to questions on the game.
- (12) Temporarily move balls.
- (13) Respond to invalid movements of the ball.

Clause 4 Assistant Referee

1. The duties of the assistant referee:

- (1) Aside from jointly taking on the duties with the chief referee as stated above, the assistant referee shall assist the chief referee, and should the chief referee be unable to continue his/her responsibilities, the assistant referee will take on the responsibilities of the chief referee.

Clause 5 Recorder

1. The duties of the recorder are to:

- (1) In accordance with the game rules, record the necessary items into the record sheet (Refer, page 85).
- (2) Provide answers to items that the chief referee or assistant referee may need to confirm.
- (3) Assist the chief referee and assistant referee in their decisions.
- (4) Announce the following time segments during a game:
[15 minutes left][10 minutes left][5 minutes left][time up]
- (5) Receive a confirmation on the recorded game results from the chief referee.



- (6) Keep time during the game.
- (7) Assist the chief referee and assistant referee on out-balls.

Clause 6 Linesman

1. The duties of the linesman is to:
 - (1) Assist the chief referee and assistant referee on out-balls.
 - (2) Give warnings regarding game interference.

The aforementioned game rules are the rules of the official game of the World Gateball Union, and is effective as of April 1, 2007.