

Gateball Triples Game Rules

General Rules

Article 1 – These are the game rules for a Gateball game involving three people per team, specifically, Triples Game Rules.

2. The official Gateball game rules shall be applied for any items not covered by these game rules.

Team

Article 2 – The team shall consist of the following:

(1) The team shall consist of three players and up to two substitutes, among whom one shall be designated as the captain.

(2) Each team may have one manager (non-playing) specific to that team.

Clothing

Article 3 – The team's clothing shall consist of the following:

(1) The starting players, as well as the substitute players who join the game midway to replace the starting players, shall wear the number indicating the order in which they will be stroking (henceforth referred to as 'playing order').

a. The number shall have a height of 10 centimeters or more.

- When two playing order numbers are worn together, the playing order that comes next shall have a height of 5 centimeters or more.

b. The numbers shall be easily identified.

c. The number shall be displayed in any of the following ways:

- On the chest and on the back.
- On the chest.

(2) The manager must wear an identification band on the upper arm noting that he/she is the manager.

(3) The captain must wear an identification band on the upper arm noting that he/she is the captain.

(4) All players on the same team must wear the same uniform.

(5) The manager and players must wear athletic shoes.

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

How to Play the Game

Article 4 – The formality of the game shall be as follows:

- (1) The game is played between 2 teams with 3 players on each team.
- (2) Once the game has started, the players play according to the playing order, with the stokers of the leading team and the following team playing alternately until the end of the game.

2. The start of the game is defined as follows:

- (1) The game will start upon the chief referee calling ‘Play Ball!’
- (2) At the beginning of the game, the starting players shall line up in the free zone outside the fourth line, in the following order – Numbers 1/7, Numbers 2/8, Numbers 3/9, Number 4/10, Number 5, and Number 6.

3. The playing order and the balls shall be as follows:

- (1) The playing order is from one to ten.
- (2) The players’ playing order shall be as follows:
 - a. The playing order numbers of the three players from the starting team are Numbers 1/7, Numbers 3/9, and Number 5.
 - b. The playing order numbers of the three players from the following team are Numbers 2/8, Numbers 4/10, and Number 6.
- (3) Players shall each be given their own ball, the number of which shall correspond to the playing order number.
 - a. The ball with the same number as the number that is called to stroke is to be referred to as ‘the stoker’s ball’.
 - b. The nine balls other than the stoker’s ball are referred to as ‘other balls’.

Forfeited Game

Article 5 – The definition of abandonment is as follows:

- (1) In the case where any of the following occurs, the game is abandoned.
 - a. A team announces their intention to abandon the game.
 - b. A team has less than three players at the start of the game.
- (2) If the game is being abandoned, the other team wins the game by forfeit.