

OLD SUBBUTEO

GAME RULES

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FOREWORD

Original Italian document has been drawn up and revised by Boscolo (Coronato R.), Fafao (Fantoni F.) and Ottiko (Rossi S.) with many inputs by <http://oldsubbuteo.forumfree.net> forum users on December 2007. In January 2009 we are glad to publish this English version of original Old Subbuteo rules. Thanks to Fabiobertola (Bertola F.) and Thefingersmakingmeflick (Moreton S.) for translation.

We wish this rulebook to be a useful tool for our game, helpful to players and referees during the matches, always keeping friendship and fun in foreground.

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Thanks.

Old Subbuteo Community (January 2009)

GENERAL INFORMATIONS AND TERMS

Player: Person playing the match;

Miniature: Player of the subbuteo team (See Rule 17);

Attacker: Miniature of the team possessing the ball;

Defender: Miniature of the team not possessing the ball;

Flicking GK: Miniature replacing the goalkeeper with handle;

Goalkeeper: Goalkeeper with handle;

To flick: To perform the fingertip flick;

Quick flick: In possession of the ball, flicking the ball when it is still moving;

Pitch: Playing area defined by the sidelines and the goal lines (See Fig.1);

Direct free kick: Free kick with the ball inside the opposite shooting line;

Indirect free kick: Free kick with the ball outside the opposite shooting line;

Automatic flick: A flick awarded to the attacking side used to put "onside" an attacker without the chance of a defending flick.



Playing Pitch

HOW TO READ THE RULEBOOK:

Rules Numbering: Every rule is quoting the chapter number followed by the progressive rule number.

Note Numbering: Notes are inserted in chapters quoting the chapter number and the note number. (E.g. Note 4.2 > Note number 2 of chapter 4);

Particular Cases Numbering: Particular cases inserted in chapters are quoting the chapter number and the case number itself. (E.g. Particular Case 2.1 > Particular Case 1 of chapter 2).

1. FLICKS

- 1.1 The miniature must be flicked putting the forefinger or the middle finger of one of the two hands close to the player base and flicking with the nail;
- 1.2 The miniature should not be pushed, or dragged, or hit with the whole hand or with more than one finger, or using the table as a lever;
- 1.3 The flick must be performed moving only the finger.
The hand must be stationary during the flick (see rule 8.13);
- 1.4 The player can only lean on the pitch with the flicking hand (see rule 8.11). The other hand can only lean on the table outside the fence;
- 1.5 The player cannot flick with both hands at the same **time**. However he is allowed to hold his goalkeeper with one hand and flick with the other;
- 1.6 When flicking, the player must touch only the flicked miniature (see rule 8.6);
- 1.7 When flicking, the whole arm must be motionless whether defending or when attacking with the ball not moving. Is forbidden to drag the finger, the hand or the miniature (see rule 8.13);
- 1.8 The ball can be quickly hit when is moving (quick flick);
- 1.9 The arm can be in motion only when approaching the quick flick;
- 1.10 When quick flicking, only the finger must be moving. The hand, wrist and arm must be stationary at the point the flick is taken (see rule 8.13).

2. REFEREE

- 2.1 The referee applies the rules using their judgement during play;
- 2.2 The referee's decisions of judgement cannot be questioned;
- 2.3 A linesman can assist the referee drawing his attention in case of a rule violation and cooperate with him when needed;
- 2.4 Before the kick-off if the referee considers the teams colours are too similar, he will draw which side must change their team;
- 2.5 If the referee notices a miniature laying down, when the ball is still he must stop the play and raise it;
- 2.6 The referee must call the fouls and the change of possession;
- 2.7 The referee must not call backs and moving backs, but if asked by the player, he must take the decision to grant the back or to continue the play. If the back is granted, it is the referee's duty put the ball and miniatures involved back as they were before (see rules 9.1 e 9.5);
- 2.8 The referee must call the offside only when is committed and he must not warn the players about an offside miniature;

Note 2.1

Warning players about a possible offside (except when an advice is expressly required by one of the players), the referee favour the attacking player to the detriment of the defending player that maybe was doing this by purpose.

- 2.9 A player can require a referee's advice about an uncertain offside position;
- 2.10 Each player can be appointed by the organisers to referee a match in a tournament;
- 2.11 Before the tournament starts the organisers must inform the referees and players about every rulebook tweaks (equipments, match times, other variations);
- 2.12 If a player shows a bad behaviour (deliberate slowness, arguments, complaining to the referee and the opponent player) the referee can call an indirect free kick against him. If this bad behaviour continues the referee can book or send off a miniature. In the worst case the referee can send off the player and suspend the match.

3. MATCH TIME

- 3.1 A standard match consists of two periods of 15 minutes each, swapping sides at the end of the first period;
- 3.2 Two additional periods of 5 minutes can be played when a draw match requires a winner, swapping sides at the end of the first period;
- 3.3 The referee can make an allowance for time lost;
- 3.4 The play is stopped at the final whistle.
Only penalty kicks or direct free kicks can be played after it;

Note 3.1

During tournaments or test matches, the playing time may change in agreement with organizers and referees and must be communicated before the tournament start or the test match.

4. KICKOFF AND BALL POSSESSION

- 4.1 At the kick-off both teams must have at least three miniatures within 9 cm. from the half-way line.
The team not kicking-off cannot have miniatures inside the half-way circle;

Note 4.1

Rule 2.4 says: "Before the kick-off if the referee considers the teams colours are too similar, he will draw which side must change their team";

- 4.2 The team kicking off must be the first to be placed on the pitch;
- 4.3 There must be 2,5 cm between each miniature;
- 4.4 The attacking side must flick the ball beyond the half-way line and cannot use the same miniature again until another miniature touches the ball;
- 4.5 A miniature cannot kick the ball more than three times in a row (see [rules 8.12](#));
- 4.6 The attacking side will keep the possession of the ball until:
- 4.6.1 a miniature miss the ball;
 - 4.6.2 a foul is committed;
 - 4.6.3 the ball last touches an opposing miniature;
 - 4.6.4 the ball goes outside the pitch;
 - 4.6.5 a goal is scored;

Note 4.2

If the ball flicked by the attacker hit another miniature of the same team (the one in possession of the ball), the attacker will gain a new series of three flicks;

Particular Case 4.1

A miniature flicked for the third time in a row cannot be flicked again, even without touching the ball, until:

- a miniature of the same team touches the ball;
- there is a change of possession;
- placement flicks must be made (corner kick, free kick, throw in or onside flicks).

5. DEFENSIVE FLICKS

- 5.1 The side not in possession has the right to defensive flicks played alternately to the attacking ones, blocking the opponent moves;
- 5.2 The attacking side does not have to wait for the defensive flicks;
- 5.3 The miniatures in those defensive flicks must not touch either the ball or **any** other miniature;
- 5.4 The defensive flick can be played when the attacking side plays his flick (the defensive flick can be played without waiting for the attacker to hit the ball);
- 5.5 If the defensive flicked miniature hits either the ball or any other miniature the attacking side can demand for the **Back**, that is a replay of the action with the miniatures and the ball placed by the referee where they were before the violation (See Rule 9.2).
Anyway the attacking player may go on making use of the advantage norm, leaving the miniatures and the ball in the current position;
- 5.6 If the defensive flicked miniature hit either the **moving** ball or the opposite miniature **still in movement**, the attacking side can demand for the **Moving Back** (See Rule 9.4).
In this case the referee must place the miniatures and the ball where they were before the violation but in this case the defending side **loses the first defensive flick**.
Anyway the attacking player may go on making use of the advantage norm, leaving the miniatures and the ball in the current position;
- 5.7 If the moving ball hits the miniature that has made the defensive flick and the latter has already stopped in a vertical position, there is a change of possession (See Note 6.1).

6. BALL INTERCEPTION

6.1 The last player touching the ball will gain possession;

Note 6.1

The defending player gains the possession if the moving ball hits the miniature used for the defensive flick and the latter had already stopped in a vertical position. Otherwise, the attacking player may demand for a moving back;

- 6.2 If the goalkeeper or its handle saves or touches the ball, possession is gained by the goalkeeper's team;
- 6.3 If the goalkeeper or its handle deflects the ball against an opposing miniature, the possession is gained by the latter. This 'attacking' team can play the ball immediately, and the defending side does not have a defensive flick;
- 6.4 When miniatures of different sides are touching the ball at the same time, the side that was in possession keeps possession. However, to keep the possession he has to flick the miniature already in contact with the ball so that the ball then makes contact with another of his miniatures; if he fails to do this, or the ball touches an opponent's miniature last, he loses the possession of the ball;
- 6.4.1 If the ball does not touch any miniature of the same team or touch at last one miniature of the opposite team, the possession is gained by the latter;
- 6.4.2 If the ball goes out of bounds by the sidelines, the standard assignment throw-in rules will be enforced (See Rule 12);
- 6.4.3 If the ball goes out of bounds by the sidelines, the standard assignment corner kick rules (See Rule 13) or goal kick rules (See Rule 14) will be enforced;
- 6.4.4 If the ball finish in goal, the standard rules for scoring goals are enforced (See Rule 7).

Note 6.4

When miniatures of different sides are touching the ball while the side that was in possession tries to hit a miniature of his side, the defending side may try in turn to touch the moving ball flicking a miniature. In this case, the possession is gained by the latter.

Fair-Play: *It is recommended waiting until the attempt to keep the possession ends, leaving the rolling ball to become stationary, without flicking.*

7. SCORING GOALS

7.1 A goal is scored when the ball is fully over the goal line;

Note 7.1

Important: To judge if a miniature or the ball is fully inside the referee must look at the miniature and/or the ball from above, ensuring they can fully see the line.

- 7.2 A shot can be taken if the ball is fully inside the shooting zone and the shooting miniature fully inside the opponent half;
- 7.3 If the ball outside the shooting zone is kicked into the goal, a goal kick is awarded to the defending side;
- 7.4 If the ball outside the shooting zone is kicked into the goal touching an attacker inside the shooting zone, a goal kick is awarded to the defending side;
- 7.5 If the ball outside the shooting zone is kicked into the goal touching a defender inside the shooting zone, a goal kick is awarded to the defending side;
- 7.6 If the goalkeeper trying to control the ball drag sit inside is goal, scores an own goal;
- 7.7 If the flicking GK flicks the ball inside is goal, scores an own goal;
- 7.8 If the ball coming from anywhere goes out of bounds behind the goal line after a save by the goalkeeper, a corner kick is awarded to the flicking side;
- 7.9 The player kicking a ball straight inside his goal, scores an own goal;
- 7.10 The attacking side does not have to wait for either the goalkeeper, or for the defensive flick;

Particular Case 7.1

When shooting from outside the shooting area:

- a) If the ball goes inside the goal touching the MOTIONLESS goalkeeper > a goal is NOT scored instead a goal kick is awarded to the defending side;
- b) If the ball goes out of goal line touching the MOTIONLESS goalkeeper > a corner kick is NOT awarded instead a goal kick is awarded to the defending side;
- c) If the ball goes inside the goal touching the goalkeeper that has been MOVED by the defensive player > an own goal is scored;
- d) If the goalkeeper trying to control the ball drags it inside is goal, scores an own goal.

Fair-Play: It is not recommended to shoot at the opposite goal from outside the shooting area and scoring because of the naivety of the defending side that, in trying to save could deflect the ball inside the goal by moving their goalkeeper.

Particular Case 7.2

If a defender flicked from anywhere for the defensive flick pushes the ball inside his goal > an own goal is scored;

If a defender flicked from anywhere for the defensive flick pushes the ball out of his goal line > a corner kick is awarded to the opposite side;

If a defender flicked from anywhere for the defensive flick pushes the ball out of the sideline > a throw in is awarded to the opposite side;

In the last two cases, the attacking side can demand for the back or the moving back.

8. FOULS AND FREE KICKS

- 8.1 A foul is committed when a miniature hits another miniature **of his side or of the other side** before touching the ball, even during defensive flicks. When a foul is committed, there can be:
- 8.1.1 - A penalty kick if the foul is committed inside the penalty box;
 - 8.1.2 - A direct free kick if the foul is committed inside the shooting zone;
 - 8.1.3 - An indirect free kick in other cases;
- 8.2 If a miniature hits another one and does not touch the ball a foul is not committed; in this case the possession is gained by the opposing side who can either:
- 8.2.1** – Continue the play leaving the miniatures in their new positions;
 - 8.2.2** - Call “back” and reposition the miniatures and ball where they were before the last flick (see rule 9.3.1).
- 8.3 A defensive flick where a defender ends up touching an attacker even without moving **it** is liable to a back (see rule 9.2);
- 8.4 A player hitting a goal post or a corner flag and then another miniature does not commit any infraction;
- 8.5 If the ball touches any miniature that is laying down (of the opposite or the same team) it commits a foul;

Note 8.1

During play, the referee must allow to the players enough time to turn up a laid down miniature, otherwise when the ball stops, he calls time and stands the miniature up.

- 8.6 If a player, when flicking, touches or moves with his finger, hand, or arm another miniature, it commits a foul to be sanctioned in the following ways:
- 8.6.1 – change of possession if the foul is committed by the attacking player;
 - 8.6.2 - back the foul is committed by the defending player.
- 8.7 A goal will be scored against a player stopping a ball that was on target for the goal;
- 8.8 If a player possessing the ball touches the latter with his finger, hand, or arm , the possession is awarded to the opponent side;
- 8.9 If a player not possessing the ball touches the latter with his finger, hand, or arm, commits a foul to be sanctioned in the following ways:
- 8.9.1 - a penalty kick if the foul is committed inside the penalty box;
 - 8.9.2 - a direct free kick if the foul is committed inside the shooting zone;
 - 8.9.3 - an indirect free kick in the other cases;
- In addition:
If he touches the ball deliberately, the referee must book the player for unsportsmanlike conduct. At the second voluntary touch, a miniature will be sent off;
- 8.10 A player blocking his opponent from flicking his miniatures, will be warned the first time, booked the second, and finally a miniature of his team will be sent off .
In addition to the booking and the sending-off, a free kick (a penalty kick if the ball was in the penalty box) will be awarded to the opponent side;

- 8.11 A player cannot **place** both hands on the pitch, but he can handle the goalkeeper and the miniatures at the same time.
If the player goes on to keep both hands on the table will be warned at first, than booked and finally a miniature of his team will be sent off;
- 8.12 A player that plays the ball more than three times in succession commits a foul to be sanctioned in the following ways:
- 8.12.1 - a penalty kick if the foul is committed inside the penalty box;
8.12.2 - a direct free kick if the foul is committed inside the shooting zone;
8.12.3 - an indirect free kick in the other cases;
- 8.13 When flicking, the whole arm must be motionless whether defending or when attacking with the ball not moving. Every "dragging" will be penalized in the following ways:
- 8.13.1 - dragging by the attacking player will be penalized by a change of possession, with the "back" opportunity for the defending side;
8.13.2 - dragging by the defending player will be penalized by the "back" opportunity for the attacking side;
8.13.3 - The arm can be in motion only when approaching the quick flick

FREE KICK procedure

- 8.14 The free kick will be flicked from the infraction point in the following manner:
- 1) the referee places the ball on the infraction point;
 - 2) the miniature in charge of the free kick must first be taken and placed by the ball where the free kick was awarded;
 - 3) when a direct free kick is awarded the defending side can arrange a defensive wall (See rule 8.17);
 - 4) two positional flicks are allowed for the attacking team;
 - 5) two positional flicks are allowed for the defending team;
- 8.15 The player taking a penalty kick or a free kick cannot be flicked again until another player of the same team touches the ball;
- 8.16 A direct free kick can be flicked to score;
- 8.17 When a direct free kick is awarded the defending side can arrange a defensive wall of up to four players. The barrier cannot be closer than 9cm from the ball. The barrier has to be made before the attacking side's positioning flicks. Uncommon barriers as double lines, wedges etc. are not allowed;
- 8.18 To not interfere the positional flicks, the referee can move away the ball and the miniature in charge of the free kick; both will be set back after the positional flicks.
- 8.19 If on a positional flick a miniature touches another, the opposite player can demand for the back with consequently loss of the positional flick;

Note 8.2

If the attacking player positional flicks end with miniatures in offside position, the player may use his two onside flicks only after the free kick.

Particular case 8.1

Situation: What if the player turning up a laid down miniature touches the ball or any other miniature?

Answer: If he is the attacking player he loses the possession. If he is the defending player is a back and he loses the defensive flick.

Situation: What if the player turning up a laid down miniature touches a ball that was on target for the goal?

Answer: A direct free kick (or a penalty kick if in the penalty box) will be awarded to the attacking side.

9. BACK AND MOVING BACK

- 9.1 A 'back' can be demanded by a player following certain infractions. It is a replay of the action with the miniatures and the ball being replaced by the referee where they were before the violation;
- 9.2 A back can be demanded by the attacking side when:
- 9.2.1 – a defensive flick touches any stationary miniature;
9.2.2 - a defensive flick touches the stationary ball;
- 9.3 A back can be demanded by the defending side when:
- 9.3.1 – The attacker miss the ball and touches any miniature;
- 9.4 A 'moving back' can be demanded by the attacking player following certain infractions. It is a replay of the action with the miniatures and the ball being replaced by the referee where they were before the violation. In this case the defending side loses the first defensive flick;
- 9.5 A moving back can be demanded by the attacking side when:
- 9.5.1 - a defensive flick touches any moving miniature;
9.5.2 - a defensive flick touches the moving ball;

Case 9.1

Situation: The attacking player flicks the ball and before he flicks the ball still in movement with a second attacker the defensive flick touches the ball.

Answer: The attacking player can demand for the moving back and the referee must place all the miniatures involved and the ball where the action begun. The defending side loses the first defensive flick

Case 9.2

The back caused by the first flick of the flicking GK does not mean the loss of the handling goalkeeper, because the back undoes the action, and therefore the handling goalkeeper is back in use.

Table 9.1 – Summing-up

- 1) touching any miniature or ball STATIONARY: back
- 2) touching any miniature whilst the ball is moving: back
- 3) touching any moving miniature: moving back
- 4) touching the moving ball: moving back

10. THE GOALKEEPER

- 10.1 The goalkeeper can be in any position as long as its base is touching the pitch before the shot is taken;
- 10.2 The goalkeeper can be raised or dived after the shot is taken;
- 10.3 During play, the goalkeeper must be always ready to save. It must not block an attacking player (e.g. placing itself between the attacking player and the ball);
- 10.4 If the referee notices an irregular position of the goalkeeper, he must stop time and order the defensive player to keep the goalkeeper in a regular position. In this case the referee will then signal for the game to recommence;
- 10.5 If the goalkeeper or its handle saves the ball outside the 6-yard box, in any circumstance, the player is given a warning; the second time this occurs a penalty is awarded.
If the referee judges the irregular save as intentional he can award a penalty kick even in the first circumstance;
- 10.6 The goalkeeper cannot be moved quickly backwards and forwards repeatedly. This includes vertically and horizontally. The handle cannot be flicked;
- 10.7 If the ball is in the 6-yard box the goalkeeper can push it out of it by the handle and the opposite side has the right of a defensive flick;
- 10.8 When the flicking GK is used, the regular goalkeeper must be temporarily placed inside the goal;

Note 10.1*Remember:*

After a save, the opposite player has no right to a defensive flick. Only when the goalkeeper moves the ball inside the 6-yard box, the opponent has the right to do it.

- 10.9 The flicking GK has three flicks available;
- 10.10 If the flicking GK miss the ball (apart from a goal kick, where this must be replayed) or loses the possession (by kicking the ball against an opposing player), it is kept on the pitch where it finished up. His team must play without the regular goalkeeper. The opposing team get three flicks with the same player to score a goal without the regular goalkeeper. After those three flicks or if the attacking side use different players, the defending side can remove the flicking GK and use the regular one and the attacking side must concede enough time to do it. The flicking GK can be used to block the opponent play as a normal player. If the attacking side loses possession, the regular goalkeeper can be reused again;
- 10.11 If while the flicking goalkeeper is playing, a shot is saved by the regular goalkeeper because of a sudden movement, the goal is scored;
- 10.12 After the goal kick or after the end of the flicking goalkeeper action, if the ball has not changed possession, the flicking goalkeeper can be removed by hand from the pitch and the regular goalkeeper can come back into play;
- 10.13 An attacker touching the goalkeeper or the flicking GK before the ball commits a foul ([See rule 8.1](#));
- 10.14 The goalkeeper and handle are a single unit, so the handle can be used to save a shot;
- 10.15 The goal net must be always hooked and tightened to the goal posts [allowing the goalkeeper to reach the 6-yard box bounds](#);

- 10.16 If the goalkeeper or his handle save or deflect the ball, possession goes to the defensive side;
- 10.17 The flicking GK can be used to flick goal kicks, free kick inside the own penalty box and the penalty kicks. If he misses the penalty kicks or the free kicks flicks, the player loses the goalkeeper as per rule 10.8. If he misses the goal kick, the flick will be replayed;
- 10.18 The flicking GK cannot be used to flick throw ins, corner kicks and free kicks outside the penalty box;
- 10.19 All the attacking players that end up inside of the goal must be moved on the goal line outside the goal area;

Case 10.1

Situation:

If the flicking GK commits a "back" with the first flick, what happens?

Answer:

The flicking GK taking part in the play must adhere to the same rules of the other players, but if the "back" is caused by the first flick of the flicking GK does not mean the loss of the handling goalkeeper, because the back undoes the action, and therefore the handling goalkeeper is back in use.

Case 10.2

If the hand using the goalkeeper touches the ball in the penalty area, a penalty is awarded to the opposite side

Case 10.3

The goalkeeper can push the ball anywhere on the pitch, but the handle cannot be flicked

11. PENALTIES AND SHOOT OUT

11.1 A penalty is awarded in the following cases:

11.1.1 – A defender commits a foul inside the penalty box ([See Rule 8.1.1](#));

11.1.2 – A defender is flicked more than three times in a row inside the penalty ([See Rule 8.12.1](#));

11.1.3 – The defending player touches the ball by hand inside the penalty box ([See Rule 8.9.1](#));

11.1.4 – The goalkeeper intentionally saves with the base or the handle outside the 6-yard box ([See rule 10.5](#)).

11.2 For a penalty kick, the goalkeeper must be directly on the goal line, with the base touching the pitch until the ball is kicked by the attacker.

If the goalkeeper breaks this rule three times a goal will be awarded.

11.3 The correct penalty procedure is the following:

11.3.1 - The ball is placed on the penalty spot inside the penalty box;

11.3.2 – The attacking player places the attacker taking the penalty in position, then he must keep his hands away;

11.3.3 – The referee asks the defending player if he is “ready to save”;

11.3.4 - The referee says “shoot”; only at this point will the attacking player put his hand on the pitch to flick the attacker taking the penalty kick without delay;

If the referee judges the attacking player has been waiting too long he can order the retaking of the penalty.

11.4 All the miniatures apart from the one taking the penalty kick must be placed outside the penalty box;

11.5 If the attacker miss the ball, the ball is in play;

Note 11.1

Remember: The penalty must be taken even if the match time is over.

SHOOT OUT

11.6 After a draw, and when the tournament or championship rules provide for, a shoot out series will be used to declare a winner

A shoot out series consists of five shots for each team, starting from the goalkeeper right side ([See Fig.11.1](#)):

- The junction between the shooting zone and the right hand sideline_(Pos.A);
- The junction between the shooting zone and the imaginary line coming from the right hand side of the penalty area (Pos.B);
- The shooting line central point_(Pos.C);
- The junction point between the shooting zone and the imaginary line coming from the left hand side of the penalty area_(Pos.D).
- The junction between the shooting zone and the left hand sideline_(Pos.E).



Fig.11.1 Posizione di battuta degli shoot-out

Fig.11.1 Shoot out flicking places

- 11.7 The goalkeeper is not forced to stay on the goal line (as the penalty kick) but can be placed anywhere inside the 6-yard box, as during the normal play;
- 11.8 When a shoot out is taken, the goalkeeper must be motionless with its base touching the pitch until the flick. If the goalkeeper breaks this rule three times in a row a goal will be awarded;
- 11.9 The shoot out will be flicked by the places indicated in [rule 11.6](#) and the referee will use the following procedure:
- 11.9.1 - The referee chooses which of the two goals will be used;
 - 11.9.2 - The team going first will be decided by the toss of a coin (or other suitable method). The shots will follow an alternate order;
 - 11.9.3 – The referee places the ball as indicated in rule 11.6;
 - 11.9.4 – The shooting player places the attacker taking the shot in position, than he must keep his hands away;
 - 11.9.5 - The referee ask to the defending players if he is “ready to save”;
 - 11.9.6 – The saving player confirms he is “ready”;
 - 11.9.7 – The referee will say “shoot” and the shooting player must promptly flick;
- If the referee judges the shooting player has been waiting too long can order the repetition of the shot;
- 11.9.8 – The other side will take his turn to shot, following the same procedure;
- 11.10 The side scoring more goals is the winner;
- 11.11 If the attacker misses the ball, then the shot is deemed to be taken;
- 11.12 If, after the shoot out series, the sides are still level, the shoot out continues as ‘sudden death’ from positions Pos.A, Pos.C e Pos.E of [Fig.11.1](#) until one side has scored more goals, provided the same number of shots are flicked by the two teams;
- 11.13 The shoot out can be taken only by the miniatures playing at the end of the match, flicking GK included;

Particular Case 11.1

A goal scored after a ball rebounding from a post onto the goalkeeper, ending inside the goal is allowed;

12. THROW-IN AND MINIATURES OUTSIDE THE PITCH

- 12.1 A throw-in is awarded when the ball is fully over the sideline;
- 12.2 The correct throw-in procedure is the following:
- 12.2.1 – The referee places the ball on the sideline where it went out of the pitch;
 - 12.2.2 – The player in charge of the throw-in must first take a miniature off the field and place it on the throw-in point;
 - 12.2.3 - The player in charge of the throw-in executes a positional flick;
 - 12.2.4 - The player not in charge of the throw-in executes a positional flick;
 - 12.2.5 – Referee calls the throw-in;
 - 12.2.6 - The referee places the miniature taking the throw-in on the sideline;
- 12.3 If during the positional flicks the miniature touches any other miniature, the opposite player can demand for a “back”. In this case the positional flick is lost and the miniatures involved must be placed where they were before;
- 12.4 If the attacking player flicks the ball out of bounds without any other touch, the throw-in will be awarded to the opposite side, regardless from wherever the miniature was flicked;
- 12.5 A throw-in can be ‘forced’ of an opponent if: the ball, the attacker and the defender are inside the same “quarter of field” and the ball goes off the pitch in the same quarter. If these conditions have not been met the throw-in cannot be ‘forced’ and it will be awarded to the opposite side, regardless of which miniature has touched the ball at last;

Note 12.1

Important:

A “quarter of field” represents the four sections of the pitch: the two shooting zones and the two sections between the shooting zones, divided by the half-way line. To be inside a quarter, the miniature must be entirely in it, i.e. not touching the line bordering another quarter.

Nota 12.2

Remember:

To be inside a quarter, the miniature must be ENTIRELY in it. On doubt, check from the TOP if the miniature is fully out of the line.

- 12.6 During and after the throw-in the miniature base must remain fully outside the sideline;
- 12.7 If, after a save the ball goes out of bounds, the throw-in will be always awarded to the attacking side, regardless to where the ball went out;
- 12.8 The miniature taking the throw-in cannot play the ball again until another miniature of the same team touches the ball;
- 12.9 If the miniature after the throw-in ends inside the pitch the throw-in is awarded to the opposing side, without any other positional flick;
- 12.10 The miniature taking the throw-in must be placed on the sideline on the throw-in point by the referee;

Nota 12.3

If the throw-in has been correctly executed, the attacking player can quickly continue the action. In this case the referee will place the miniature that took the throw-in at the end of the action

- 12.11 The attacking player can ask for the minimum distance. The referee must place the offending players 9 cm from the throw-in point on the pitch, parallel to the sideline;
- 12.12 If the player taking the throw-in hits the fence and comes back onto the pitch, it must be placed back on the sideline on the throw-in point;

- 12.13 The attacking player flicking the throw-in does not have to wait for the defensive positioning flick (but he has to wait for it before the throw-in);
- 12.14 A miniature going fully outside the lines during the play or touching the fence must be placed on the sideline where it went out;
- 12.15 If the ball hits a player that was just off the field of play, before going out of play, then it will be judged that this player sent the ball out of play;
- 12.16 A miniature that goes over the sideline, but curls back onto the pitch without touching the fence is left where it stopped; if it touched the ball the flick is valid and play goes on;
- 12.17 If the miniature stops over the line without touching the fence it can be played from that position, provided it is flicked next going for the ball or for a defensive flick; if not it will be placed on the sideline point where it went out;
- 12.18 The attacker throwing the ball in could finish up in an off-side position (beyond the last but one defender); in this case the attacking player is awarded an 'onside' flick, called automatic flick, and can flick this miniature into an onside position. After the automatic flick a defensive flick is not allowed;

Particular Case 12.1

Situation:

After the throw-in, the miniature touches the fence and rebound inside the pitch, touching the ball or another miniature. What happens?

Answer:

If the miniature rebounding touches the moving ball, the attacking player will replay the throw-in; if the miniature touches any another miniature, nothing happens. The attacker that took the throw-in will be placed back on the sideline on the throw-in point and the touched miniature back where it was before the touch;

13. CORNER KICK

13.1 A corner kick is awarded after the following situations:

13.1.1 – The ball flicked by an attacker touches a defender and goes out of the goal line..

In case of a deflection the corner kick will be awarded only when the ball and the defender were inside the shooting zone, and the attacker was inside the attacking half.

In any other case a goal kick is awarded to the defending side;

13.1.2 - When a miniature, from wherever is flicking, kicks the ball over his goal line;

13.1.3 – The goalkeeper deflects the ball over his goal line, regardless from where the ball is flicked;

13.2 For a corner kick the ball must be placed inside the corner zone from the same side where the ball went out of bounds;

13.3 The attacker taking the corner kick cannot play the ball again until another miniature of the same team touches the ball;

13.4 The corner kick procedure is the following:

13.4.1 – The referee places the ball inside the corner zone from the same side where the ball went out of bounds;

13.4.2 - The attacker taking the corner kick must be taken off the field firstly and positioned to take the corner kick;

13.4.3 - The player in charge of the corner kick executes three positional flicks;

13.4.4 – The player not in charge of the corner kick executes three positional flicks;

If during the positional flicks the miniature touches any other miniature, the opposite player can demand for a “back”. In this case that positional flick is lost and the miniatures involved must be placed where they were before.

13.5 For a corner kick no defender must be closer than 9 cm. from the ball;

13.6 The attacker taking the corner kick may end up in an off-side position (beyond the last but one defender); in this case at the attacking player is awarded an ‘onside’ flick, called automatic flick, and can flick this miniature into an onside position. After the automatic flick a defensive flick is not allowed;

13.7 After the corner kick if the ball, still moving, is kicked by another attacker and a goal is scored, this is awarded even if the attacker kicking the corner kick finishes his movement in an offside position.

Note 13.1

Important:

When quick flicking the moving ball, is not allowed use both hands at the same time on the pitch.

Note 13.2

Remember:

If an attacker flicks the ball from wherever inside his goal, an own goal is scored.

14. GOAL KICK

- 14.1 A goal kick is awarded to the defending side when the ball flicked by an attacker goes over the goal line;
- 14.2 A player can force a goal kick when the defender he flicked touches the ball and then an opponent miniature, but only if both players involved and the ball were inside the shooting area and the ball goes over the goal line;
- 14.3 For a goal kick both sides can place their miniatures by hand. No miniature can be placed inside the opponent shooting zone;
- 14.4 On a goal kick every player will place at last the miniatures on his own half;
- 14.5 If a player is too slow placing his miniatures the referee can speed up the kick and take in account the time lost. The referee can also delay the goal kick to allow the defending player to place his miniatures;
- 14.6 Miniatures cannot be placed closer than 2.5 cm from each other;
- 14.7 No miniature can be placed inside the penalty area except the one taking the goal kick;
- 14.8 The ball can be flicked anywhere on the pitch;
- 14.9 The flicking GK can be used by keeping the regular goalkeeper inside the goal (out of the playing zone). After the goal kick the [rule 10](#) is followed;
- 14.10 The miniature taking the goal kick cannot be flicked again until another miniature of the same team touches the ball.

Note 14.1*Remember:*

Quick flicking for the goal straight from the goal kick is allowed if the ball is FULLY inside the opposite shooting line and the attacker quick flicked is FULLY inside the opponent half.

15. OFFSIDE

15.1 An attacker is in offside position when it's closer to the opposite goal line than the ball and:

15.1.1 - It is inside the opposite shooting area;

15.1.2 – There are not two defenders closer than it to the goal line (or a defender and the goalkeeper);

Note 15.1

To be in an offside position, an attacker must be FULLY inside the opposite shooting area. If its base touches the line, the attacker is onside.

15.2 Therefore an attacker is judged 'offside' as soon as the ball is past the base of the last defender, even if the ball is not flicked to it;

15.3 An offside can be called by the referee only inside the shooting area and if a defender is inside it (if the defender base touches the shooting line it is inside the shooting area);

15.4 On every possession the attacking side has two flicks ("on-side" flicks) to put offside players in an on-side position. For any "on-side" flick the defending side gets a defensive flick.;

15.5 The player coming back from offside cannot play the ball immediately;

Nota 15.2

Important: If the attacking side, after the 2 "on-side" flicks has other miniatures still in offside, he can try to flick them for the ball or wait two changes of possession to get 2 "on-side" flicks again.

15.6 If flicking inside his own shooting area a player flicks the ball against an opposite miniature in offside, the latter is automatically onside and can be normally flicked;

15.7 If the ball, kicked toward an offside attacker touches a defender in movement because of the defending flick, then the offside attacker, the latter is automatically onside and can be normally flicked;

15.8 It is not offside when the ball is played from a corner kick, throw-in, or penalty kick;

15.9 The attacker flicking a corner kick or a throw-in can be in offside after the flick. In this case this miniature has the right to be put on-side with a positioning flick called "automatic" flick. After the "automatic" flick there is NOT a defensive flick;

15.10 The "on-side" flicks and the automatic flick cannot get over the halfway line. Otherwise the defending player can demand for a "back". The "on-side" flicks and the automatic flick should be parallel to the sideline as possible;

15.11 The offside position must be judged by the referee when the attacking player is flicking. The defending player is not allowed to get a miniature in an offside position using a defensive flick following the attacking flick;

15.12 After an offside is called, a free kick is awarded to the defending side from the point where the offside attacker was. The free kick follows [rule 8.14](#);

Particular Case 15.1

Question :

I'm awarded a free kick. After my two positioning flicks and the two defensive flicks I have an attacker in offside. May I do the "on-side" flick or I have to flick the free kick first?

Answer:

You have to flick the free kick first, then you can do the "on-side" flick.

16. BROKEN MINIATURES AND SUBSTITUTIONS

- 16.1 Broken and irreparable miniatures, in any way, must be replaced by miniatures wearing the same colours. The referee can refuse miniatures of different colours, especially if they are similar to the opponent's colours;
- 16.2 The referee will add additional time in the event of a delay.

17. MINIATURES

- 17.1 Miniatures cannot be modified to alter the weight, size and contents of the base.

Local tournament organisers have the right to verify the teams lined up without any previous notice. The onus is on each player to ensure they have a regular team.

- 17.2 Miniature bases can be polished with any substance. Miniatures must be polished only before game or between the two periods;
- 17.3 **BASES**
The allowable bases are Subbuteo, Subbuteo Waddington (1960-1996, pre Hasbro-era). Any other replica, even self made is allowable, provided that it is a similar weight, size and material as the above list.
Bases NOT allowed:
Subbuteo Hasbro (one piece bases) and Subbuteo Parodi (black box type), that is bases with plate bigger or lower than a standard Subbuteo heavyweight one;
- 17.4 **MINIATURES**
The allowable Subbuteo miniatures are: scarecrow, walker, moulded, heavyweight, zombie, lightweight and hybrid.
Any other replica, even self made is allowed, provided that is similar, as weight, size and material at the above list.
The miniatures must be painted with the same colors, reproducing a football team.
Miniatures NOT allowed:
Subbuteo 2005 (cards), Sport Figures, Stephen Corda 2k4, Toccer and any other miniature not representing a soccer player or not similar to a Subbuteo heavyweight.
Unpainted miniatures of any type are NOT allowable;
- 17.5 **GOALKEEPERS**
The allowable Subbuteo goalkeepers are: Subbuteo HW, LW, diving and standing and any other 00 scale painted plastic goalkeepers with stem, similar as proportion as a Subbuteo goalkeeper.
Goalkeepers NOT allowed:
Metallic, not painted, no plastic stem goalkeepers that are not similar as weight, size and material as a Subbuteo goalkeeper;
- 17.6 **MODIFICATIONS**
It is allowable to repaint the inner base provided that the inner sign is readable, that is the colour WILL NOT cover the player boots; the latter must be at least in partial contact with the inner.
Modifications NOT allowed:
It is not allowable to scrape the plastic from the base, or to file, lower or modify the shape of the bases, over and under of it.
Also it IS NOT allowable make heavier bases with anything added to the standard weight;
- 17.7 **ORGANISERS AUTONOMY**
Old Subbuteo organisers are allowed to amend the rulebook. The promoter must communicate the variations to the Old Subbuteo community at least three weeks before the day of the tournament;