

SUBBUTEO HANDBOOK

(regd)



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ALL THE BEGINNER NEEDS
TO KNOW

GENERAL INSTRUCTIONS

ADVANCED RULES

HOW TO SWERVE AND SPIN

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A Personal Message

FROM

G. C. SAMSON

**CHAIRMAN OF
SUBBUTEO SPORTS GAMES LTD**

It is with great pleasure that I take this opportunity of welcoming you into the ever-growing world wide community of Subbuteo Table Soccer fans, who derive constant enjoyment and ever increasing skill from this great family game. I am confident that you too will find that the fun and excitement to be obtained is well worth the patience and practice involved in becoming a top class player. Subbuteo is the nearest thing to real football and as such is a game of skill played to official rules.

If this is your first introduction to Subbuteo Table Football it is essential that you should carefully study and practice the 'Elementary Playing Instructions and Rules', in order to familiarise yourself with the basic principles of our game. Above all to practice the famous 'flick to kick' method of playing the figures that makes Subbuteo the best and most realistic of all table football games. In due course you will find you have acquired reasonable skill, and be ready and eager to obtain what we might term 'first team' qualifications, by moving on to mastering the 'Spin' technique and playing in accordance with the 'Advanced Rules'.

The object of this manual is to provide you with stage instruction and advice regarding the conduct, procedure and tactics of the greatest game in the world. With careful study and patient application you will find that there is unlimited scope for skill and enjoyment in the hands of the imaginative and enthusiastic owner of Subbuteo Table Soccer.

I thank you for your interest in Subbuteo and hope that you will take full advantage of the wide range of Games. Accessories and Playing Aids that we have devised for your enjoyment, not forgetting our great companion game 'Football Express' (Five-a-Side). Please do not hesitate to write to us. Your praise or criticism, ideas and suggestions, will receive our keenest interest and attention.

Wishing you and your family and friends every success with Subbuteo Table Soccer.

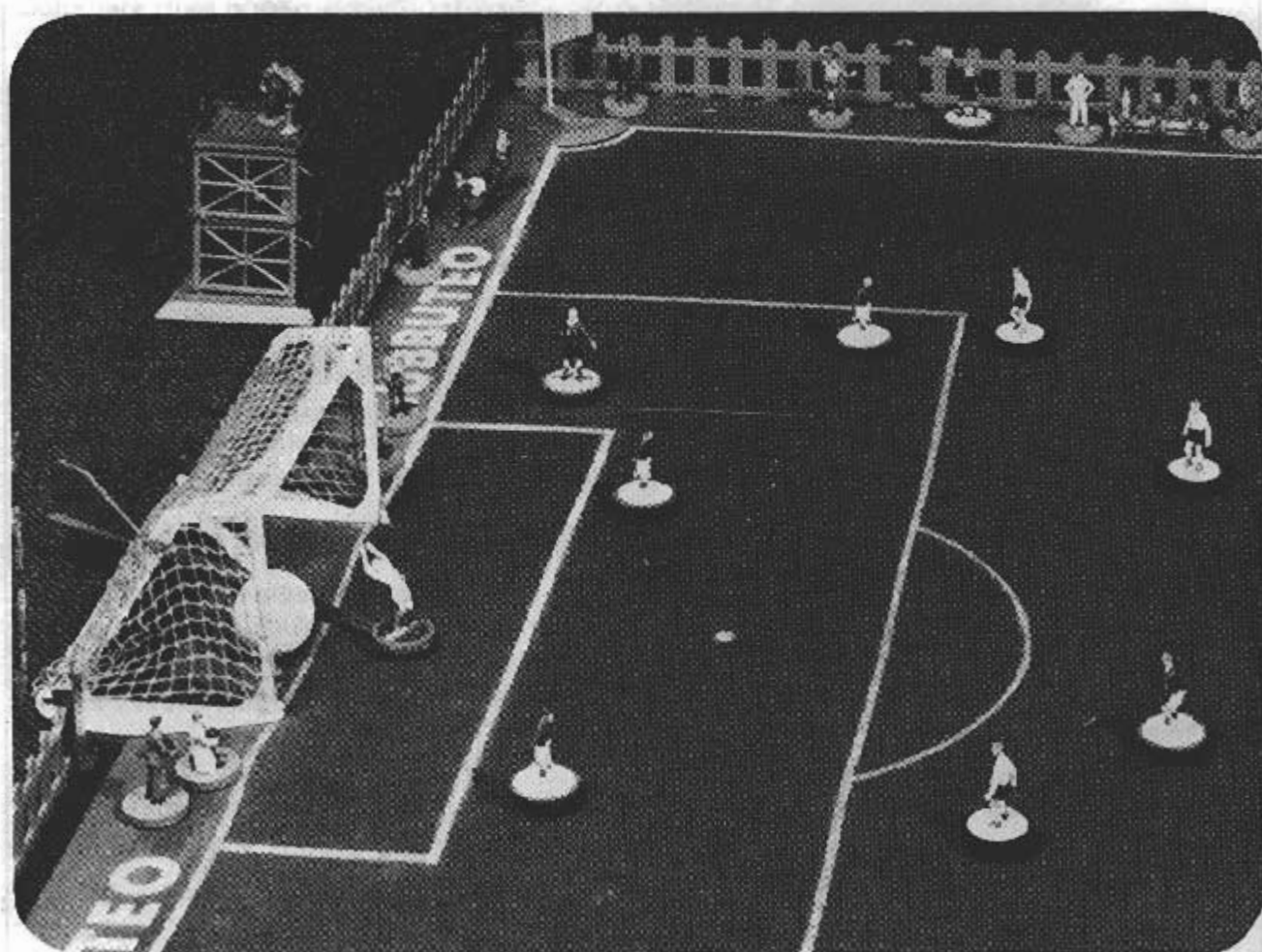
Yours most sincerely,

(G. C. Samson)

INTRODUCTION

Playing Table Soccer with the specially designed equipment created by SUBBUTEO is an exhilarating experience that rapidly develops into a fascinating hobby. It will provide you and your family with hours of sheer enjoyment and with practise you can produce the thrills and skills of real Association Football in your own home—all the year round and whatever the weather! Always great fun, it IS essentially a game of manipulative skill that depends on how well you direct and control the ball, which is 'kicked' by flicking the footballer figures against it. Hence the well-known Subbuteo slogan 'Just Flick to Kick'. Particular attention must therefore be given to the instructions ON PLAYING THE FOOTBALLER FIGURES.

WHAT A GOAL!



ON SETTING OUT THE GAME

Green baize, similar to billiard table cloth, is ideal for playing on. For this reason the Subbuteo Catalogue offers a fine quality green baize cloth (Ref. C.109) marked out to approximate scale representing the official F.A. Playing Pitch, measuring approximately 1370 x 920 mm. This is included in our more expensive editions. Alternatively an adequate substitute is a firm textured blanket on which the playing area can be marked out with chalk. But the surface must be smooth, NOT 'fluffy', and heavy enough with a degree of 'spring' so that the figures will balance and can be properly propelled. If your table is not large enough for the standard pitch

measurements, these can be reduced proportionately to the available table space. For preference, the game is better played on a table larger than the measurements given, leaving reasonable free space outside the touch and goal lines. The best playing surface is obtained when the Playing Cloth is laid on top of a heavy table cloth or blanket, and smoothed out, to prevent slipping or wrinkling. Whilst some young enthusiasts like to play on a carpeted floor, advanced players will find that the ideal method is to mount the cloth on a sheet of chipboard, obtainable through most handicrafts suppliers.

DIMENSIONS If you are chalking out your own pitch, the following dimensions are given for your guidance. Overall Playing Area approximately 1320 x 810 mm. Goal Area extends 65 mm each side of the goalposts and 65 mm forward from the goal line. Penalty Area extends 180 mm each side of the goalposts and 180 mm forward. The Penalty Spot is placed centre and 127 mm from the goal line. The Centre of Half-way line is midway between the goal lines. The Centre Circle is 127 mm in radius. The **Shooting Area is defined by a line across the pitch 280 mm from the parallel to the goal line.** The ideal surround for the Playing Pitch is the unique interlocking Subbuteo Fence Surround (Catalogue Ref. C.108), which together with other fascinating Subbuteo accessories enables you to create the complete soccer scene.

THE LINE-UP

Place the handle of the goalkeeper underneath the bottom of the goal net so that the goalkeeper can be manipulated from behind the goal. Arrange your player figures on the pitch for the kick-off in any one of the formations currently approved by the Football Association; 4-3-3 and so on, according to preference. With the aid of Subbuteo's exclusive self-adhesive number sheets (Catalogue Ref. C.129) your teams can be numbered to represent your favourite real-life players. This enables you to identify and follow the movements and positions of individual figures, and for the advanced player opens up a new playing dimension—the study and development of real football tactics. Numbered player figures enable the Subbuteo fan to enjoy tactical study and games analysis of both real matches seen 'live' or on TV, and his own important fixtures. Additional interest is provided if you choose your own favourite clubs and keep a record of games played, goal scores, and other details listed in the Subbuteo Football Log Book (Catalogue Refs. C.146L or C.147LX). With Subbuteo you can identify yourself with any team from your own local side to World Cup teams and replay any great match you choose in your own home.

THE SECRET OF SUCCESS – FINGER TIP CONTROL

Practise DOES make perfect, and this must be emphasized in relation to Subbuteo Sports Games. Practice every action and movement until they become automatic. Skill and fun go

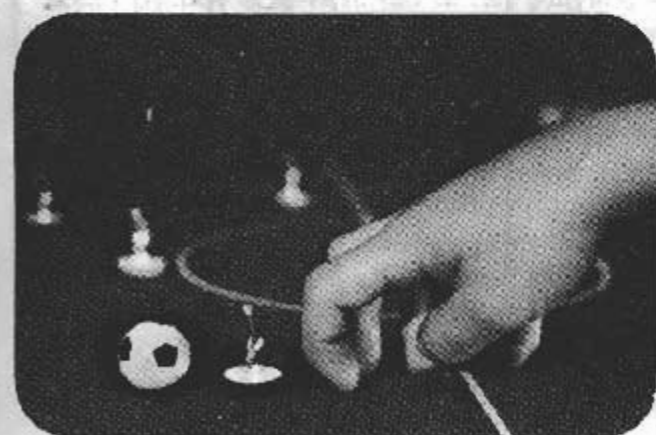


Photo 'A'



Photo 'B'

together and depend entirely upon YOUR degree of mastery of the exclusive 'flick to kick' method of propulsion of the footballer figures to the ball. Study and practise the basic method as shown in the photographs, and follow the instructions to develop skill and variety in your own game.

Only Subbuteo miniature (1:00 scale) Footballer figures are scientifically designed and balanced to swerve and spin at the player's will and recover their upright position. With them

you can reproduce all the thrills and skills of real football.

PROPULSION The football figures are propelled and made to 'kick' the ball in the following manner:

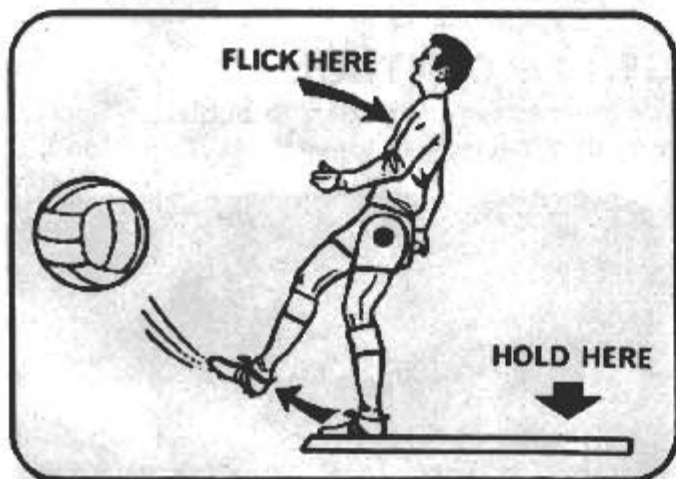
- (1) Place the first or second finger of the right hand (whichever comes most natural) immediately behind the figure, with the tip of the finger-nail just touching the pitch. Using the pitch surface slightly as a 'spring' gently flick the figure against the ball, as shown in Photo 'A'. The finishing position of the finger after propulsion is shown in Photo 'B'.
- (2) DO NOT use the thumb as a 'spring', the thumb does not enter into propulsion. Practice will quickly enable you to 'kick' the ball correctly and control the direction in which you want it to travel.

GOALKEEPING The goal should be gently held in position with the left-hand first figure, whilst the goalkeeper is manipulated with the right hand holding the handle. With practice you will be able to save the most difficult shots.

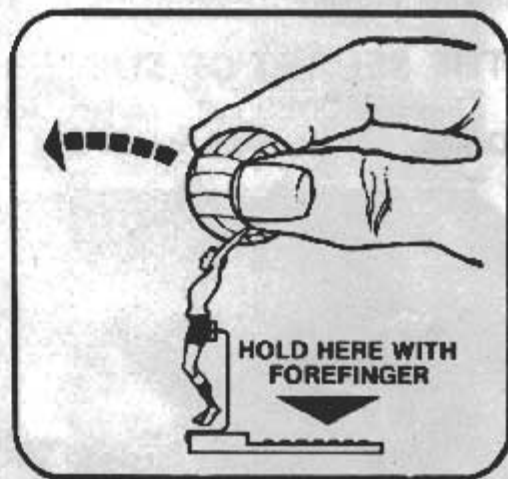
DIRECTION OF THE BALL

As illustrated, the figure is controlled and directed by the 'flick to kick' principle that makes the figure 'kick' the ball. This method is also used to move the figures into tactical positions as required. To propel the ball straight ahead, make the figure 'kick' it directly in the centre. To send the ball off at a tangent, to one side or the other, the figure should 'kick' the ball in a 'slicing' action on the opposite side to the direction in which the ball is intended to go. When shooting for goal, providing there is no opposing figure blocking your line of sight, the fast ground shot is the one most likely to beat the goalkeeper. This is made by the basic method shown in photos 'A' and 'B'. When opposing figures block a direct shot at goal, you should endeavour either to 'lift' the ball over their heads, or 'spin' around them as shown in the section of SPIN tactics.

CORNER KICK The taking of corner kicks often calls for 'lifting' of the ball. The skill lies in 'lifting' the ball so that it lands on the upper part of the figures, who then appear to be 'heading' the ball. With luck, one of them will either head clear or 'nod' the ball into goal. This skill can only be acquired by trial and error, and constant practice. Subbuteo have however supplied the ideal solution to this problem by producing ingenious CORNER-KICK FIGURES



CORNER KICKER



THROW-IN FIGURE

(Catalogue Ref. C.131), with which every type of Corner Kick can be reproduced—even by beginners.

THE THROW-IN Normally the throw-in is taken by 'kicking' the ball from the spot where it crossed the touchline (see Rules), in the prescribed manner. Again Subbuteo has brought realism into the game by producing practical THROW-IN FIGURES (Catalogue Ref. C.132) for beginners and advanced players alike.

GOALKEEPING

The standard Goalkeeper is on a player handle so designed that the goalkeeper is limited in action to the goal area. Where it is desired that the goalkeeper takes a goal kick, free standing

goalkeepers are available for this purpose (Catalogue Ref. C.106). This goalkeeper can be brought into play to take the kick and then be removed from play. Whilst the kick is being taken the goalkeeper **on the handle** is out of play and should be withdrawn into the back of the net, coming back into play after the kick is taken and the kicking goalkeeper removed.

ELEMENTARY RULES OF PLAY

The general rules of play are basically the same as those for Association Football, with some necessary additions to govern their application to Subbuteo Table Soccer. The elementary rules are a simplified version of the Advanced Rules, for the benefit of the beginner. A certain amount of duplication has been retained for easier reference and to avoid confusion.

THE KICK-OFF AND AFTER

As in real football, a coin is tossed for ends and the losing team kicks off. The centre-forward is gently propelled against the ball and the game is on. If the ball does not touch an opposing figure the team that has kicked-off is still in play. A nearby figure is again played at the ball, and so long as the player is 'kicking' the ball with one of his own figures—and the ball does NOT touch an opposing figure—he remains in play.

Immediately the player MISSES the ball with his figure, or if the ball touches an opposing figure, it is then his opponent's turn to play in the same way. The figure that touches the ball last represents the team that is in play, unless the figure 'kicks' the ball out of play. Then the opposing side takes the goal kick—corner—or throw-in—for the resumption of play. Goalkeepers are neutral and do not alter the sequence of the possession of the ball. Player figures during normal play must be flicked from wherever they happen to be on the field. They cannot be picked up and placed to the ball before Kicking.

Goalkeepers are neutral and do not alter the sequence of the possession of the ball.

PLAYING TIME—EXTRA TIME, ETC.

Twenty minutes each way is recommended for the duration of a game, particularly for competition play, but this can be altered by mutual consent between players. Whilst Subbuteo Table Football is best suited to two players, any number can participate providing agreement is reached as to who will control which figures—forwards, mid-field, defence, etc. Half-time interval to be agreed, normally five minutes.

In competition play if the score is level at the final whistle, extra time periods of five minutes each way should be played. If still level after extra time the following formula is recommended. Each side to be allowed FIVE shots at goal, as for penalties but taken from **different positions ON the SHOOTING AREA LINE.**

- (1) where the shooting area line joins the touchline on left of pitch
- (2) where the shooting area line joins the touchline on right side of pitch
- (3) opposite the penalty area line on the left
- (4) opposite the penalty area line on the right
- (5) opposite the regulation penalty spot, centre of shooting area line.

In relation to the sizes of table-top pitch this method is more interesting and demands more skill than the official five penalties ruling. The goal shots should be controlled by the referee, as with penalties, and all figures other than goalkeeper should be withdrawn from the shooting area. The goalkeeper is not confined to the goal-line.

FLICKING (KICKING) The figures must be flicked cleanly as described and illustrated, NOT knocked, scraped, or pushed along. A free kick should be awarded against any breach of this rule. No one figure may 'kick' the ball more than THREE times in succession. Following each third 'kick' another figure of the same team must play the ball, and so on until possession is lost.

ELEMENTARY RULES OF PLAY (CONTINUED)

GOAL SCORING Before a shot at goal can be made the ball must be within the SHOOTING AREA (see 'Dimensions'), indicated by a line across the pitch 280 mm forward from the goal line. To qualify, the ball must be fully over the line. After a bit of practice it is quite possible by interpassing to work players and ball in the direction you wish to go and often score direct from the kick-off without losing possession.

GOAL KICKS Either one of the fullbacks or the spare Standing Goalkeeper (Catalogue Ref. C.106) may be used to take goal kicks. As in real football these are taken from the side where the ball went out of play.

THE THROW-IN is normally taken from the touchline by 'kicking' the ball in the normal manner from the point where it crossed the line, but the figure taking the kick must not follow over the line into the playing area. If it does, the opposing side is awarded a foul throw and re-takes it. Alternatively, the special Throw-in Figure (Catalogue Ref. C.132) can be used.

FOULS A foul is awarded when a figure hits an opponent's figure WITHOUT first touching the ball, and a free kick is given. When the offence takes place within the penalty area, a penalty is awarded against the offending team.

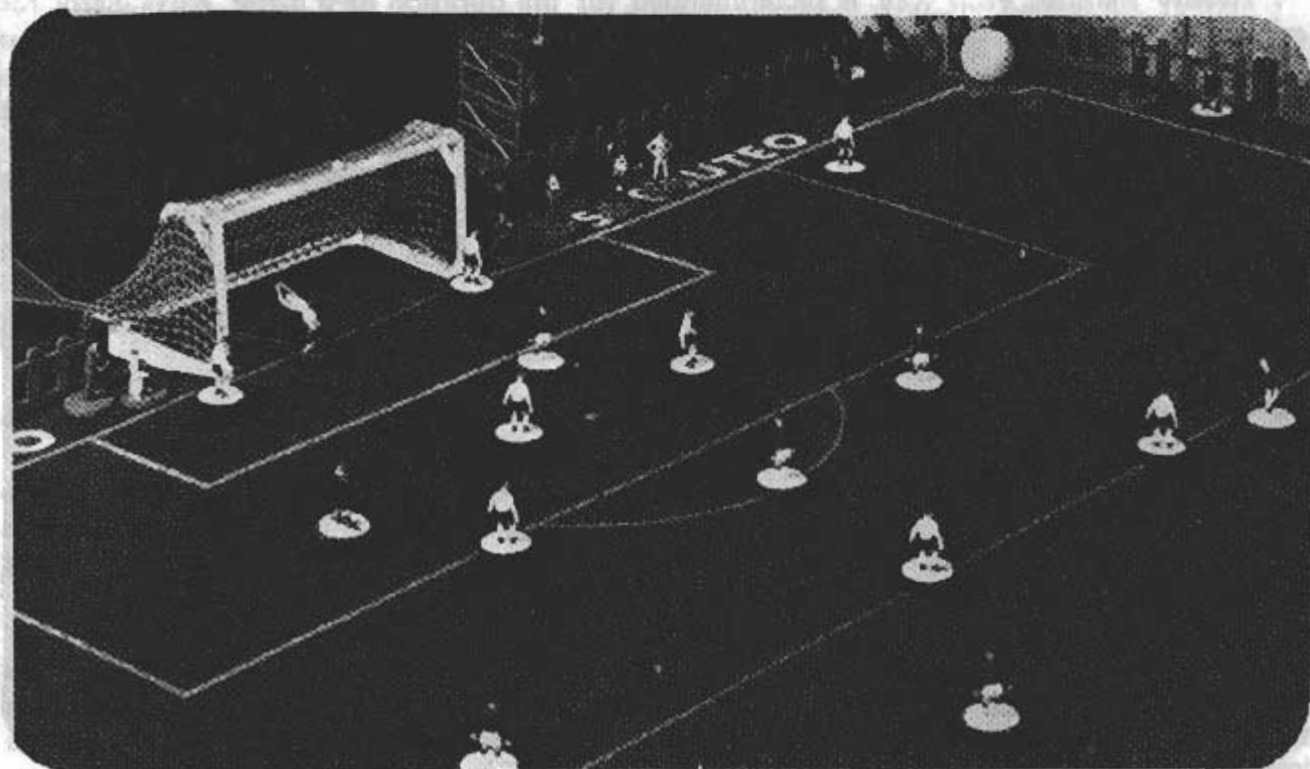
PENALTY KICKS: During a penalty kick the goalkeeper must be standing still on his own goal line. Figures of both sides that were within the penalty area must be withdrawn outside the area and behind the penalty kicker.

INJURIES A figure is considered 'injured' if during play it is damaged, it may be taken off for repair and then resume play, If it suffers further injury it must be retired from the game. Allowance should be made for 'injury time' by the referee.

POSITIONING OF FIGURES Figures may be placed in position for the taking of goal kicks and free kicks anywhere, except as follows:

No more than three defending figures may be placed in the penalty area. Figures may NOT be positioned within the opposing SHOOTING AREA. For Corner Kicks *both* sides may flick three figures for positioning and marking, the attacking side flicking first.

For Free Kicks TWO figures and for Throw-ins ONE figure of each side may be flicked in position.



FREE KICKS AND FREE FLICKS

When throw-ins, corner kicks, etc. are to be taken, players may use 'free flicks' (see Rules) to put their figures into position to mark dangerously placed opposing figures, and/or set up their own for defensive or attacking movements. These are used for positional play and must not contact the ball. The important thing is not to be hasty—aim carefully—imagine you are playing shove ha'penny and try to place your figures in exactly the required position.

WINNING TACTICS

Just as in real life football, 'kick and rush' tactics are out-dated and do not pay. Instinctively, you will probably play a close passing game or rely upon long sweeping passes to tactically placed figures. A defensive or attacking game. Develop the game which comes most naturally to you, and remember that it is the skilful positioning of your figures that gets the results. When starting an attacking movement be sure to use every 'free flick' you gain to send a figure towards or into your opponent's half. In defence, always try to mark you opponent's most dangerous figures. Subbuteo is a game of skill—always be adventurous but never reckless.

When you have the ball to yourself in some area of the pitch, with your nearest opponent some distance away, it is sometimes worthwhile to miss hitting the ball so that you are in a position to shoot straight for goal when next you are in play. Remember, every 'flick to kick' is important, be sure and make full use of it. Otherwise you may let your opponent into play and find yourself on the losing side.

That Subbuteo Table Soccer is THE game with which authentic football tactics can be reproduced is proved by the fact that so many famous national and international clubs use it regularly for tactical study and games analysis.

SPORTSMANSHIP

In all sports and games there must be honour between competitors, at all levels. The losing side has the right to declare the length of time that shall be taken for the replacing of the figures for a goal kick. When 'free flicks' take place the defending side should be the last to move a figure. Players should mutually agree as to procedure when in doubt over any matter relative to the game. If a third person is acting as referee his decision should be accepted as final without dispute.

ADVANCED PLAYING RULES

The following complete rules are an extension of the Elementary Rules, and should be adopted by advanced players, and apply to all Subbuteo League and Competition Matches.

GENERAL

The Pitch and Equipment The Pitch shall be the official marked out playing cloth supplied by Subbuteo Sports Games Ltd. (S.S.G. Ltd.) preferably mounted on hardboard or chipboard base.

All equipment shall be of the standard type offered in the Subbuteo Catalogue and be the same for both competing sides. Subbuteo competitive table soccer shall be played with the standard .00 scale three-dimensional figures.

Formation and Rules The game should be played as near as possible to the Laws and Situations of The Football Association game as it is played on the field subject to the necessary adaption as follows in the detailed rules.

Any of the current modern team formations may be used but if in the opinion of the referee a formation has no conformation with Association Football he may order it to be changed.

Positioning Tactical positioning (by placing for goal kicks) shall be governed by the rules that the figures shall be placed at least one inch (2.5 cm) apart.

The 'Area' (Shooting Area) The Shooting Area, referred to as 'the area' is the playing space between the goal-line and the line drawn parallel to and 280 mm from the goal-line. This line does NOT appear on real football pitches but is extremely important to the playing of Subbuteo Rules. This area is alternatively your defending area and your opponent's shooting area—the reverse for your opponent.

Rule 1.—THE KICK OFF

- (a) The centre-forward kicks off forward over the half-way line, after which he may not touch the ball until it has been played by another figure of his side.
- (b) The side in possession shall be deemed the attacking side. No single figure may play the ball more than three times in succession, unless it rebounds off another figure of the same side.
- (c) A side may continue to play the ball until their figure misses the ball or it is intercepted (touches) an opposing figure.
- (d) Each side must have at least three figures within 3½ inches (9cm) of the half-way line and the defending side shall have no figures inside the centre circle.

Rule 2.—THE BALL OUT OF PLAY—OR FIGURE LEAVING THE FIELD OF PLAY

When the ball passes completely over the touch-line a 'throw-in' must be taken from the spot where the ball left the field. If the throw-in figure (C.132) is used the base must not project over the touch-line, otherwise it is a foul throw and will be penalised. If the ball is 'kicked' into play, the figure may only kick once and must not travel over the touchline, otherwise it is a 'foul throw' and will be penalised.

The throw in is made by a figure opposite to that side which touched the ball last before it travelled over the line. 'Forcing' a throw in off an opponent can only be made subject to the following conditions:—

- (a) The ball and players concerned must be in the same quarter of the field (i.e. either of the two 'areas' or the areas either side of the half-way line between the shooting areas making four quarters) and the ball must leave the field within the limits of that section.
- (b) A shot at goal is made and the ball rebounds off the 'keeper' (or handle) and goes into touch.
- (c) Figures outside the touch-line, but not off the baize cloth, may be forced off.
- (d) After a figure has taken a throw in, it shall be placed exactly on the touch-line and within an inch of where the throw in was taken.
- (e) A player may (after being flicked) leave the field of play (i.e. cross the line) and return again on to the pitch proper (i.e. a swerve) without penalty provided it does not leave the green baize or touch the fence surround. If the latter occurs, it should be placed on the touch-line at the spot it first crossed the line.
- (f) A figure flicked successfully at the ball but then travelling over the touch-line may be placed on the touch-line at the point of departure and then be used to flick immediately.
- (g) A figure travelling into goal. (1) If an attacker, the figure shall be placed just outside either goal-post on the line.
(2) If a defender, the figure shall be placed anywhere within the 'keeper's box'.

In the real game, under normal circumstances, it would be almost impossible for a full-back clearing from his own penalty area to kick the ball on to an opponent and gain a corner at the other end of the field. It would, however, be reasonably simple to do so in Subbuteo Table Soccer. It is, therefore, rules that before gaining a corner, goal-kick or throw in off an opponent the ball must be forced off an opponent within the limits of the quarter it was originally in. In the case of a throw in both figures must be in the quarter to start with; with goal-kicks and throw ins the figure forced off and the ball must be in the same quarter, the other player concerned in the same half.

Rule 3 — GOAL SCORING

- (a) Before a shot may be taken at goal, the ball must be (entirely) in the Shooting Area, but the figure making the shot need only be in it's opponent's half. No shot taken with the ball

outside the area can score, no matter what figures the ball touches en route to the goal. No corners, or alternatively goal-kicks, can be attained in this manner. Similarly, if a ball does go into the net in this fashion—a goal-kick is awarded.

(Rule 3 (f) and 5 (f) are exceptions to this rule).

- (b) The ball must be entirely over the goal-line to score.
- (c) The figure MUST be flicked in the correct manner, not pushed, scraped or knocked.
- (d) As in real football, the ball may be hit whilst rolling.
- (e) Attacking players do not have to wait for a 'keeper to be ready. Likewise, they do not have to wait for the defender's 'blocking flicks'. These should be taken 'as and when the chances occur'.
- (f) The ball passed back into one's own goal from any part of the field—is a goal, or, if travelling over the dead ball line a corner.
- (g) The goal-keeper that drags a DEAD BALL into his own goal—coming from any part of the field—concedes a goal.

Rule 4. — OFFSIDE.

- (a) At least one defender, other than the goal-keeper, must be in the defending area before 'offside' can be claimed.
- (b) Any attacking figure nearer to the dead ball line than the defence, other than the goal-keeper (or other figure), is in an offside position.
- (c) If the ball is kicked past the last defending figure, whether or not it is passed directly to the attacking figure, that figure is offside.
- (d) A figure in an offside position may be flicked onside at any time by a player asking permission by the referee, or may ask the referee to do so, providing the player asking is in possession of the ball. A figure flicked onside should not touch an opposing figure, may not be used until another of that side has been flicked and when flicked should be aimed to travel generally speaking parallel with the touch-line and not more than 150 mm 'onside'. Exaggerated flicks should be ordered to be re-taken by the referee.
- (e) A figure in an offside position (as 4(b)) is not actually offside until the ball is passed through, but if from this position he attempts (is flicked) to play the ball he is immediately penalised.
- (f) When a 'goal' is scored by a figure from an offside position, and a goal is signalled by the referee before noticing that the figure was offside, unless the situation is apparant at this time enabling the referee to give a sound decision—the decision of a goal should stand. If the game is competitive and has a linesman, the referee may consult him but the referee's decision is final whatever the outcome of this consultation. Any claim to a figure being offside by the defence must be made immediately after the ball enters the net, and before the field has been re-arranged for the kick-off.
- (g) If, through the play of his opponents, a figure in an 'offside position' is 'left with the ball', this has the effect of playing him onside and he may continue in the normal manner.
- (h) If a ball is passed through to a player in an offside position and touches an opponent before ultimately touching him, he is 'played on' and may continue.
- (i) For each 'onside flick' taken by the attack, the defence may have an extra blocking flick to mark a man that has been flicked onside.
- (j) No figure outside the shooting area can be adjudged offside.
- (k) As in real football, no figure can be offside from the taking of a goal-kick, corner-kick or throw-in. Further to this, two kicks including the taking of the award must be taken before any figure is liable for offside at any of these situations.

Rule 5. — FOUL PLAY.

- (a) It is a foul if the attacking figure hits the defending figure before touching the ball. A free kick or penalty is awarded accordingly. The player to whom the award is made can accept the free kick or indicate 'play on', whichever is to his advantage.
A goalkeeper is a special case. See Rule 10(i)
- (b) A figure hitting a goal upright, corner flag or surround and rebounding on to the field and an opposing player does not commit a foul, play continues.
- (c) A figure away from the touch-line . . . but not off the baize, can be fouled.

- (d) A player laying down CANNOT be fouled and if the ball touches such a player he should be penalised for HANDBALL. Within the penalty area—a penalty. With regard to handball, a referee should give a player reasonable time to stand a player upright.
- (e) If the player's hand prevents the ball going into the net through negligence or accident, a penalty should be given. If in the opinion of the referee it is done deliberately, a goal should be awarded. Should a player pick up the ball whilst play is continuing, a free kick should be awarded—if in the penalty area—a penalty. If the ball hits a player's hand accidentally when he is in possession—possession goes to the other side or a corner, throw in etc. is given away.
- (f) If a defending player obstructs his opponent round the table, a direct free kick should be given from the position of the ball at the time. (Two warnings should precede action).
- (g) If the goal-keeper touches the ball outside his 'box' whilst on the handle whether in possession or not it is a penalty. (One warning should be given).
- (h) A player shall not put both hands on the table at the same time, in a manner that may interfere with play, though he may hold the 'keeper whilst flicking. Indirect free kick. (One warning.)
- (i) A figure being flicked four times in succession. Indirect free kick.
- (j) Offside—indirect free kick.
- (k) Handball (as 5 (d)).
- (l) When a direct free kick is taken inside the shooting area, the defending side may place up to four figures (by hand) as a "barrier" in defence, in addition to the normal two flicks for marking. Subject to Rule 7 (d) (90 mm clearance).

Rule 6. — DEFENCE.

The side not in possession (the defence) may have alternate flicks to the attack's positive flicks for defence purpose but when taking these flicks they must not touch the ball or any of the attacking figures, should they do so, the attack may appeal "Back" and have figure and ball restored to their former positions. On resuming, the defence forego their immediate flick in penalty. Should a mix up occur, which in the referee's opinion is blameless to either side, he can restore both figures and ball to their former positions and then order a restart to play from that point.

Rule 7. — GENERAL RULES FOR SET PIECES (Corner kick, free kick, penalty kick and throw in)

- (a) The action figure taking the award shall be *picked up first* and placed where kick or throw in is to be taken. The attacking side then take their flicks for positioning—three for a corner, two for a free kick and one for a throw in, the defence then do likewise to mark up etc. If a C.132 figure is used to take a throw-in, an ordinary figure must be taken off to compensate. A similar situation occurs when a free kick or corner is taken with a C.131 figure.
- (b) A figure taking any of the above awards may not play the ball immediately afterwards until another figure has been flicked at the ball.
- (c) Offside in relation to the above awards. See rule 4 (k).
- (d) No figure may approach within (3½" (9 cm) on these occasions.
- (e) A goal can be scored direct from a corner. A shot deflected from the 'Keeper's holder into the net is a goal.
- (f) Direct free kicks must not be taken until signalled by the referee.
- (g) Forcing of the above off opponents. (See rule 2.)
- (h) Clarification—Movement of players on these occasions. Goal-kick by picking up the figures and placing. Three FLICKS for a corner, two FLICKS for a free kick and one FLICK for a throw-in.

Rule 8. — INTERCEPTION

- (a) The last figure to intercept (touch) the ball is ruled to be in possession (excepting goal-keepers).
- (b) Goal-keepers are neutral with regard to possession of the ball for their side. If a goal-keeper saves a shot and pushes the ball out into the field of play, possession goes to the side whose figure is nearest to the ball when it stops rolling. If the ball actually touches a figure during

this, then of course possession goes to that side. Should there be any doubt in the mind of the referee which side is nearest advantage goes to the defence.

- (c) If a shot is saved by the 'keeper and then is hit again by an attacker BEFORE it stops rolling, it is in order and if a goal is scored—it stands.
- (d) Where two figures contact the ball at the same time, the last side to play the ball assumes possession and it is their flick, but when played, unless they can hit the ball to touch one of their own side, possession goes to their opponents.
- (e) Obstruction. A player is allowed to comfortably flick his player figure when making a shot. Therefore, a figure denying this facility, which is farther from the ball than the one about to be played but not further than 12 mm from it, may be moved slightly aside so that play may be executed. It should be returned to its former position on demand. No figure either side may be moved at all if it is nearer to the ball than the one about to be played.
- (f) If a figure is flicked at the ball, does not connect, but causes another of the same side to connect with it (providing no other infringements occur), contact has successfully been made.
- (g) Any figure moved extraneously (such as a figure rebounding off the fence or being moved aside legally) to allow another figure to be played, should be replaced to its correct position, and the opposing side may demand this if they consider the matter vital.

Rule 9. — INJURIES.

Should a figure suffer damage or fall apart during a game, it may be taken off and repaired. The referee should note any 'injury time' and allow accordingly. If the same figure is 'injured' again, it must be withdrawn from the game. Substitution for injured or ineffective players should be agreed by the players BEFORE the match and in accordance with current F.A. rules on substitutes. Goal-keepers are not subject to this rule and may be replaced at any time. (This rule may be altered in Official Tournaments & figures replaced when broken).

Rule 10. — PENALTIES AND GOAL-KEEPERS

- (a) When a penalty is taken a goal-keeper is to be on his goal-line touching the cloth and stationary until the ball is actually kicked. (If this rule is infringed three times a goal should be awarded.)
- (b) When a penalty is awarded, a player shall keep his hands off the table until the referee gives the order "Play on!" The penalty is then taken.
- (c) When a figure is flicked at the ball when taking a penalty, providing the defending side has not infringed, the shot is ruled as taken—even if the ball is missed.
- (d) A goal-keeper must always be ready during play. No hindrance to a shooting figure is allowed. If the player tries to adjust his 'keeper and the ball hits his hand—a penalty is awarded.
- (e) A goal-keeper on the handle must not touch the ball out-side their own 'box' in any circumstances (see 5(g)).
- (f) The goal-keeper may be taken off the playing handle, or be substituted with a 'Spare Goal-keeper' (Ref. C.106) without handle for taking goal kicks or advancing outside his area to clear the ball upfield. He may only be used in this capacity when the ball is in his side's possession. Once on the field of play he becomes an ordinary figure and prone to the same rules. If, during an attempt to clear in this fashion, he misses (or loses possession of) the ball, he cannot be re-instated into goal until the opposing side has had up to three flicks (assuming they keep possession in the normal way). During this time, of course, the attack may shoot into an empty net. They must, however, on completion of the three flicks, wait for the 'keeper to be re-instated in goal before proceeding further.
- (g) A substitute goal-keeper on the field of play and out of possession of the ball may be used for defensive flicks in the normal way. Whatever capacity a spare goal-keeper is on the field of play, as soon as he has completed his task, he should be withdrawn and the goal-keeper proper put back in goal.
- (h) When a substitute goal-keeper is on the field, the proper one should be taken out or pushed well back into the back of the goal. If a spare 'keeper is on the field and a shot is saved by the proper goal-keeper—a goal should be awarded.

- (i) A referee will not normally give a foul when a goal-keeper is "fouled" but the defence may appeal on such occasions and if the referee feels the defence are being vitally threatened or penalised in such a situation he may award a free kick or, alternatively, wave play on.
- (j) The goal-keeper must not be waved rapidly 'to and fro', neither may he be pushed or knocked outside his box — 'Billiards style' — with the handle.
- (k) The goal-keeper and his handle are as one. The handle can deflect a shot into the net or save it as part of the 'keeper, or give away a corner etc.

Rule 11. — THE GOAL-KICK

A goal-kick is given in circumstances similar to that under F.A. rules subject to:—

- (a) A goal-kick may only be forced when both figures and ball are in the defensive area and the ball goes over the dead line inside that area. It may be forced off a figure that is off the field (as Rule 2(d)).
- (b) The player taking the goal-kick may pick up his figures and place them wherever he wishes, except in the opposing area and in his own 'keeper's box. Three figures must be placed within 3½" (9cm) of the half-way line if a side is concentrated in their own half.
- (c) When taken, the ball must pass outside the defending penalty area and not touch any figure inside the penalty area whilst doing so, or be re-taken.
- (d) Should a defence be unusually slow in 'marking up', the referee may give permission for the kick to be taken forthwith. Conversely, the referee may also hold up briefly the taking of a kick to enable the defence to re-arrange.
- (e) Spacing of players should be 25 mm apart for placing or marking with the exception of a free direct kick within the shooting area, whereby the defence may form a defensive 'wall' of not more than four players, which may be as close as 'not touching'.

Rule 12. — CORNER KICK.

A corner kick is given in circumstances similar to F.A. rules subject to:—

- (a) A corner kick cannot be forced unless the ball and defending figure are both inside the defending area. The attacker figure concerned must be in his opponent's half. The defending figure may be off the field of play (see Rule 2(d)).
Note: Similarly, a figure in its own defending area forcing a goal kick off an opponent must be in that area when achieving this (as also must be his opponent and the ball).
- (b) A goal may be scored direct from a corner.
- (c) The ball may be flicked twice (including the taking of the corner) before the offside rule becomes operational (see Rule 4 (k)).

Rule 13. — REFEREES

- (a) In all competitive games a referee should be in control. In Friendlies it is desirable.
- (b) If possible, a referee should appoint a linesman. The linesman may indicate a point but shall not voice an opinion until asked to do so by the referee.
- (c) The referee shall enforce the laws but should refrain from penalising where he believes the infringing side may gain advantage.
- (d) Competitors have the right to appeal for or against a decision but not to haggle.
- (e) *Time Wasting* — If the referee is of the opinion that a competitor is wasting time deliberately, however this is accomplished, even within the normal laws of the game, he should award an indirect kick to the opposing side. **THE REFEREE'S DECISION IS ALWAYS FINAL.**
- (f) Should a situation arise during a game that is not covered by the rules, the referee should apply his decision in a way that would reflect a similar occurrence on the real field of play. Likewise applying common sense decisions to any occurrence that borders on the ridiculous, i.e. something happening in Subbuteo that is virtually impossible on the field of play.

HOW TO SWERVE AND SPIN

Once you have mastered the basic finger-tip control and 'flick to kick' principle of Subbuteo Table Soccer you will want to develop your game to the standard practised by the top Subbuteo Super Stars who feature in national and international competitions. Subbuteo Table Soccer is based on the unique design of the self-balancing footballer figures. The scientific

principle involved enables the skilful player with practised touch to make the figures swerve and spin in a realistic imitation of the body swerves and ball control displayed by the football masters.

When the basic principles of propulsion have been learned thoroughly, you are ready to study and practise these diagrams and instructions. It must be emphasised that the art of swerving and spinning cannot be learnt in a few minutes, but patience and constant practice will fully reward your efforts.

DIAGRAM INDEX

THE BLACK CIRCLE—is the base of your own player-figure.

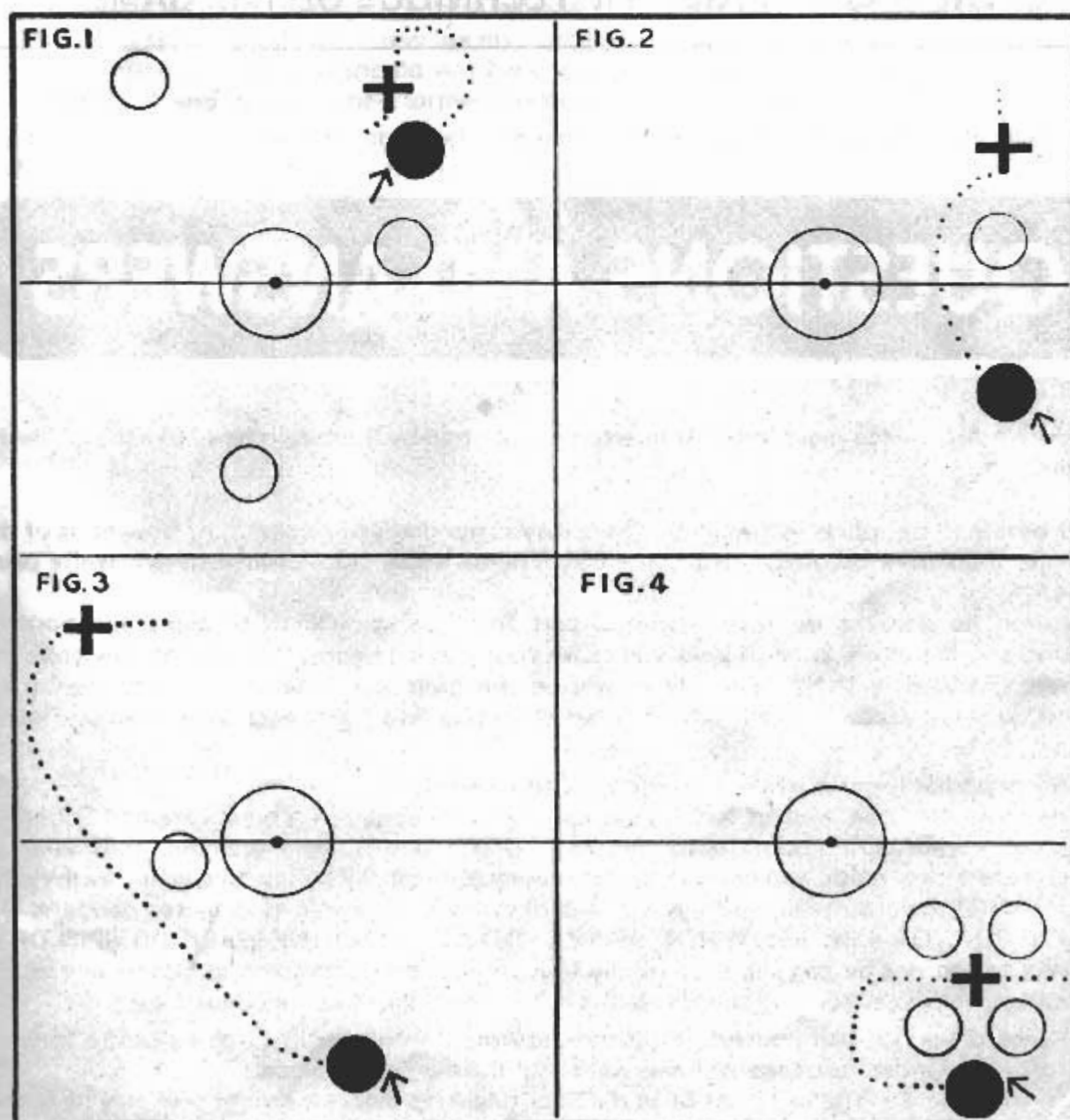
THE WHITE CIRCLE—represents your opponent's figures.

THE BLACK CROSS—represents the position of the ball.

THE ARROW—indicates the point where your figure should be flicked.

The base of your figure should be flicked very lightly with the hand held upright, or on its side, according to position. To spin to the left you flick the **right** side of the base. To spin to the right you flick the **left** side of the base.

STUDY THE DIAGRAMS



- Fig. 1. REVERSE TURN**—is used when you are facing your own goal and wish to make a quick about-turn with the minimum of flicks.
- Fig. 2. ANTI-FOUL MOVE**—this move enables you to touch the ball without fouling your opponent's figure.
- Fig. 3. LONG LEFT SWERVE**—with the correct amount of flick propulsion your figure will reach the ball and "carry" at its "feet" for a short distance.
- Fig. 4. LEFT BOOMERANG SHOT**—a difficult spin but most spectacular when successful. A real "saver" in awkward moments.

These are but a few examples of the art of spinning. You will, with practice, discover many others that will add skill to your game.

**BUT DO NOT TRY TO SPIN UNTIL YOU HAVE MASTERED
THE BASIC FINGER-TIP TECHNIQUE OF THE GAME**

QUESTIONS AND ANSWERS

These are a few of the most frequent questions submitted by Subbuteo fans—together with the answers.

Q.—"I have had my pitch five years and have played hundreds of games on it. Now parts of the white lines have become faded. How can I re-mark the cloth—will ordinary white paint do?"

A.—No—on no account use white paint. Apart from being difficult to apply and possibly damaging the cloth, painted lines will cause your playing figures to 'jump' as they cross the lines. Use **WHITE INK**, preferably Reeves, as this gives good results. Shake well before use and carefully apply with a brush. It is better to give two light coats rather than one heavy one.

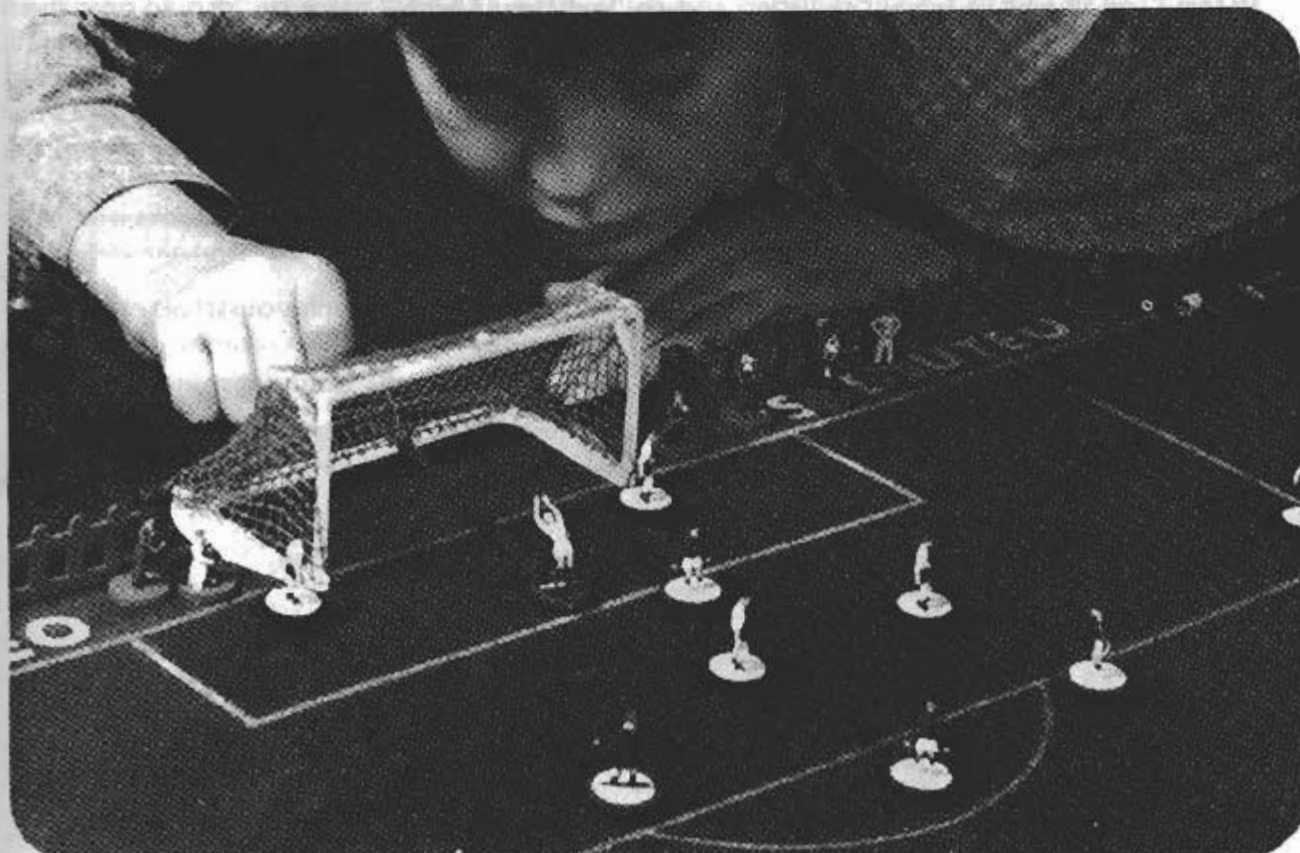
Q.—"My pitch has become marked (or dirty)—Can I wash it?"

A.—The cloth **CAN** be washed but we do not advise it as it needs great care and Subbuteo cannot accept any responsibility for any adverse results from washing. It is safer to purchase a new cloth. However, it has been done successfully by washing gently with liquid soap—**NOT** detergent—in warm water and rinsing well in water of same temperature. **DO NOT BOIL OR USE VERY HOT WATER—DO NOT MACHINE WASH OR SPIN DRY.** Hang out to dry by pegging it up by the four corners, do not drape over clothes-line as this will leave a crease. Washing usually results in an overall shrinkage of about 6 mm.

Q.—"I passed the ball from outside the Shooting Area towards goal, it hit my centre forward and/or a defender inside the area and went into the net—is this a goal?"

A.—No—see Rule 3a. The ball *must* be in the Shooting Area before a shot at goal may be taken.

- Q.—"In many family and club league matches both 'home' and 'away' matches have to be played on the same pitch, which does not give any advantage to either side as in real soccer. What do you suggest?"
- A.—To create a 'home' advantage, award a penalty to the home side before the match starts. If successful the home team starts one goal up. As few home sides fail to score this can upset your record book by reducing the 0-0 results. This can be overcome by the away side wiping out the deficit with their first goal and the score reverting back to 0-0.
- Q.—"How can I build a permanent board for my Subbuteo pitch?"
- A.—The simple answer is to mount your cloth on a piece of CHIPBOARD, half an inch thick, cut to size—usually obtainable from builders' suppliers or handyman stores. For those who require a more sophisticated playing pitch, see special illustration and instructions.
- Q.—Can I hold the goal-keeper horizontally and in mid-air when a forward is about to shoot?
- A.—No! The yardstick is Association Football and such an event on the field of play has yet to occur. A 'keeper may move *slowly* to and fro corresponding to what might happen in reality. *After* the shot is taken the 'keeper may jump, dive or fling himself in mid-air as is usual on the field of play (Rule 13f). He should be upright until the ball is kicked.
- Q.—May I hold the 'keeper's rod over the bottom bar of the goal, or (as in C130) hold the wire upright so as to shield part of the goal?
- A.—No!
- Q.—I have taken a corner; the defence has a blocking flick and touches the ball, as the opposing side have played the ball can I now use my corner taker for another shot?
- A.—No! The flick is illegal and should not have touched the ball, the attack have the right to re-instate ball and figure to their former positions but not to use the corner taker.
- Q.—I took a shot at goal and hit the post, the ball rebounded into my own net. My opponent claimed a goal under rule 3f. Is this correct?
- A.—No! See rule 13f. The occurrence on the real field of play would be such a freak happening as to be ridiculous. Award a goal-kick to the attack.
- Q.—If a ball is more inside the shooting area line than out—can I shoot for goal?
- A.—No! All line decisions concerning the ball are that the ball must be entirely over the line; i.e. when *looking downwards* there must be space between the line and the ball.



ORGANISING A LEAGUE

1. Pick a Committee (three people will do unless there are twelve or more members). Discuss your objectives and form simple rules to run the league. Do not go in for a lot of complicated rules that are impractical—keep it simple.
2. Make out your fixture list. A weekly league fixture is ideal with perhaps a Knock-Out Cup competition inter-dispersed among the league matches as an additional interest. Fix the duration of games, extra time, etc;

Fixtures should be home and away—eight is a good number of teams to start with and if the league is larger multiples of eight in subsequent divisions with promotion and relegation introduced to add to the excitement.

Team names should be chosen. Instead of "Big Team" names as commonly used, it is sometimes of more interest to use local names i.e. someone living in, say, Bennington Close could be the Manager of Bennington United etc.

A schedule of fixtures are included below. Just draw lots for the numbers so that each of the eight teams competing gets a number say Arsenal gets No 1, Leeds Unit No 2 then per the fixture list the first match is Arsenal v Leeds Unt. The list gives the fixtures for the first half of the league programme, those numbers on the left are the home side. For the second half of the programme simply reverse the venues i.e. the first match would be 2 v 1 etc until all teams have played 14 matches and the league programme is completed.

Fixture List

1 v 2	2 v 3	4 v 7	7 v 2	8 v 6	4 v 8	1 v 4	
3 v 4	4 v 5	2 v 5	6 v 4	4 v 2	3 v 5	8 v 2	reverse venue
5 v 6	6 v 7	8 v 3	3 v 1	7 v 3	2 v 6	5 v 7	for second part
7 v 8	8 v 1	1 v 6	5 v 8	1 v 5	1 v 7	6 v 3	of programme.

3. If all or most of a league's matches are played on the same pitch the difference of playing 'Home' or 'Away' is largely nullified and so "a difficult away" game or "should beat them on their own ground" largely become rather flat sayings. To obviate this and to create a 'home' advantage award a penalty to the home side before the match starts. If successful the home teams starts one goal up. As few home sides fail to score this can upset your statistics by reducing the 0-0 results. This can be overcome by the away side wiping out the deficit with their first goal the score reverting back to 0-0 etc;
4. For the league to be successful SPORTSMANSHIP is essential and common sense desirable. When play is proceeding the REFEREE'S DECISION is FINAL.

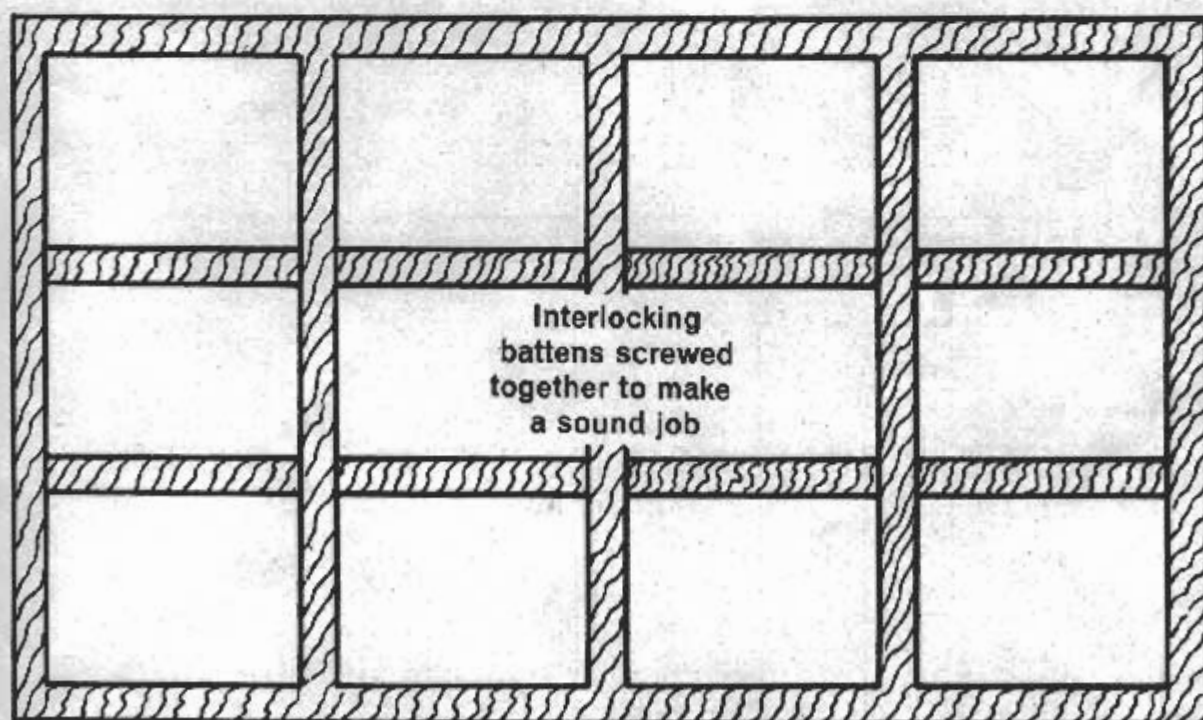
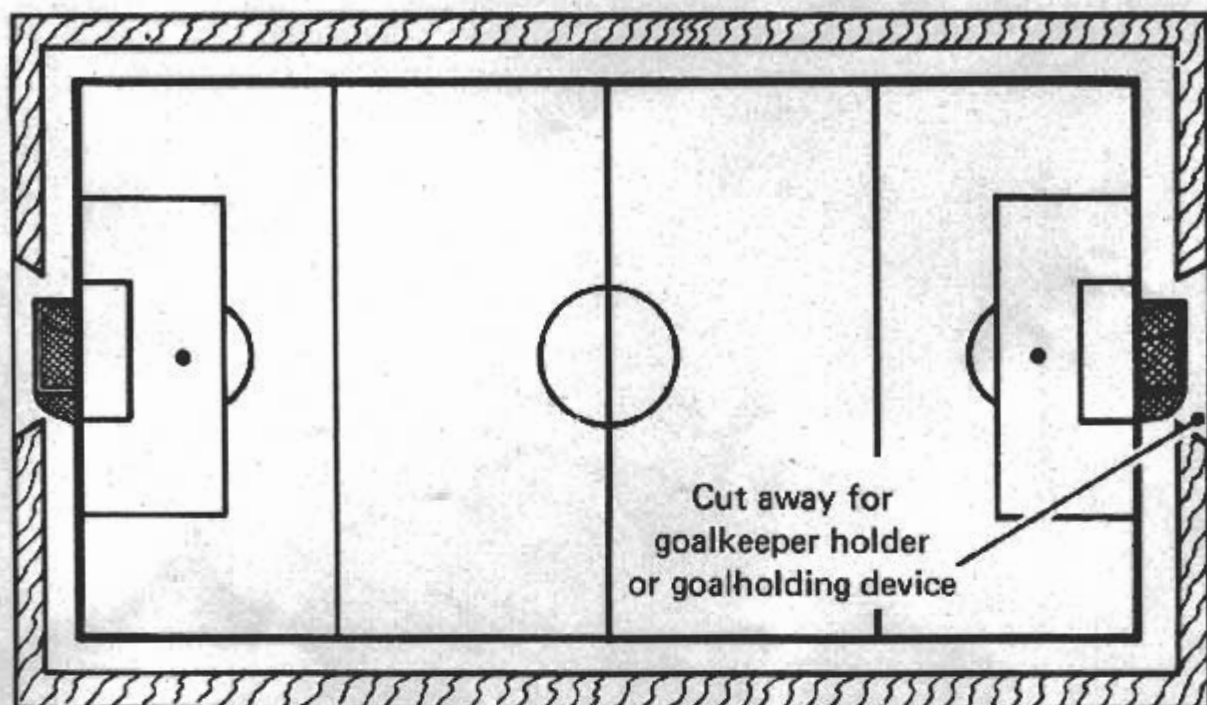
As your proficiency of the game improves you might wish to match yourselves against the top Star Players of the game. Details may be obtained from the Secretaries of the listed National Associations or from Subbuteo Sports Games Ltd., Chiddingstone Causeway, Tonbridge, Kent, England.

E.T.S.A.	Terry Edge, 52 Chester Avenue, Cranham, UPMINSTER, Essex.
W.T.S.A.	R. M. Thomas, 51 Mayflower Avenue, Llanishen, CARDIFF, S. Wales.
N. WALES	R. Beswick, 67 Rhuddlan Avenue, LLANDUDNO, N. Wales.
N.I.T.S.A.	D. R. Swann, 9, Hollybank Park, Ballee, BALLYMENA, Co. Antrim, N. Ireland
S.T.S.A.	Derek Somers, 85 Heather Bank, Ladywell East, LIVINGSTON, W. Lothian.

MAKE YOUR OWN PLAYING BOARD

Size of Pitch: 1370 x 920 mm

Playing Area: 1320 x 810 mm



Underview of board showing strutting (tile batten)

THE SUBBTEO WORLD CUP CHAMPIONSHIP 1974



SENIOR REFEREE G. UNDERWOOD (ENGLAND)

viction → for sale → birds → birds' enclosures → SER

GROUP 1	ITALY (A)	4	3	0	1	24	1	7
<i>Round 1</i>	ITALY (B)	4	2	0	2	12	1	6
	SCOTLAND	4	2	1	1	14	2	5
	U.S.A.	4	0	4	0	1	17	0
	FRANCE	4	1	3	0	1	31	2

2) Roll over

	P	W	L	O	F	A	P
ENGLAND	4	4	0	0	19	0	8
EIRE	4	0	1	3	2	6	3
SWITZERLAND	4	2	1	1	9	5	5
PORTUGAL	4	1	2	1	1	9	3
LUXEMBOURG	4	0	3	1	0	11	1

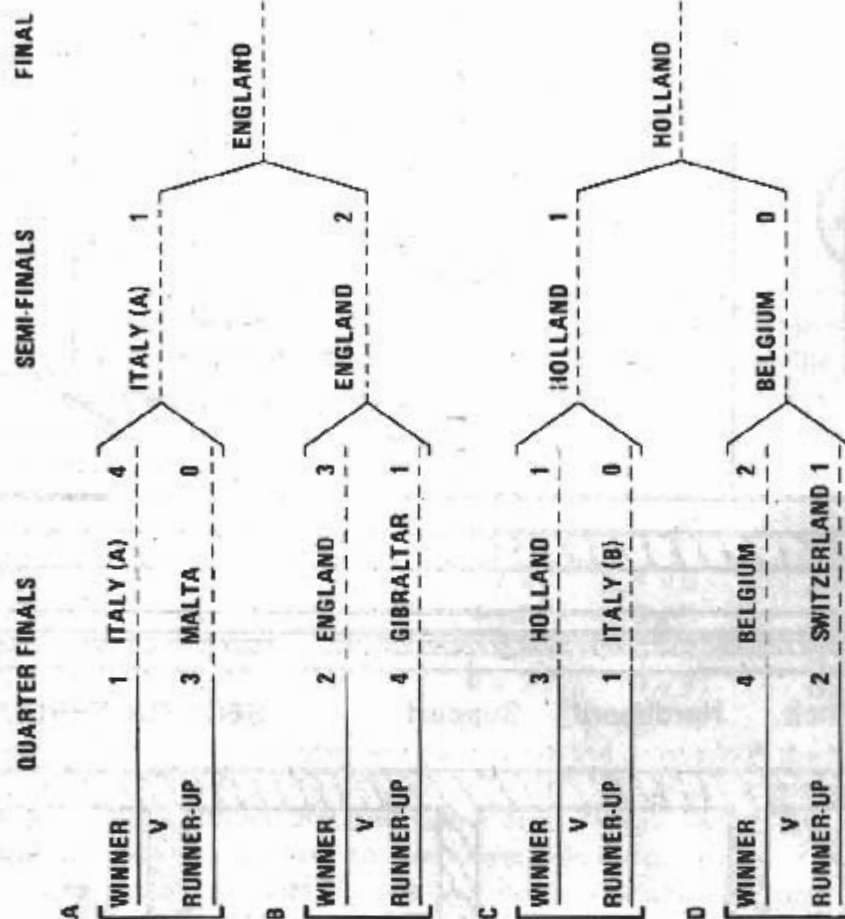
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	P	W	L	D	F	A	P
GERMANY (A)	4	2	0	2	6	4	6
GERMANY (B)	4	0	3	1	2	6	1
WALES	4	0	3	1	5	9	1
HOLLAND	4	2	0	2	4	1	6
MALTA	4	2	0	2	7	4	6

4

	P	W	L	D	F	A	P
GROUP 4)							
BELGIUM	4	4	0	0	6	2	8
N. IRELAND	4	2	2	0	3	3	4
GERMANY	4	2	1	1	5	3	5
AUSTRIA	4	1	2	1	3	5	3
GREECE	4	0	4	0	0	4	0

2) Tchoecstone



**WORLD CHAMPION
HOLLAND**



REFEREES
M. THOMAS (WALES)
P. TIGNANI (BELGIUM)

REFEREES

