



ATFA endorsed

Doubles Table Football Rules:

(note: aside from changes outlined in these rules, all other rules of Table Football, as published by The Federation of International Sports Table Football (FISTF), apply. These Doubles Table Football Rules can only be applied in promotional tournaments and friendly matches - they cannot be used in FISTF or WASPA endorsed tournaments.)

1. Two players control one team of figures on the pitch
2. The figures for the team must be of the same make and model and same base colour etc.
3. Before the start of the match, a coin is tossed by one player of each team. If the result is heads, then that player is the 'attacking player' for the first half. If it is tails, then that player is the 'defensive player' for the first half. Roles are switched at halftime.
4. The defensive player controls and can flick any figure that is located in the back half of the field. The defensive player also controls the goalkeeper.
5. The attacking player controls and can flick any figure that is located in the forward half of the field.
6. Breaking this rule is punished with a back or play-on, called by the other team.
7. If a figure is located on the halfway line, either player can flick that figure.
8. The defensive player can flick a figure at the ball which is located in the forward half of the field if their team is in possession.
9. Similarly, the attacking player can flick a figure at the ball which is located in the back half of the field when their team is in possession.
10. Either player can then continue with that figure for a maximum total of three flicks, even if the figure is located in the 'wrong' half of the field. But as soon as their partner flicks at and touches the ball, they lose any subsequent flicks. Also, if the ball touches another figure of the player's team, they lose the right to keep flicking. They have three flicks only in succession, per possession. *Once they have used the three flicks, they cannot flick another figure from their half at the ball in that period of possession.*
11. Either player can make block flicks, as long as it conforms to rule 4, 5 and 6 above.
12. If both players make a block flick at the same time, the other team can nominate for both block flicks to be "back", just one figure to be back, or to

play-on.

13. If both players make a block flick at the same time, and cause a 'foul' to be committed (hitting a moving figure or the moving ball), then the other team can call for a free-flick for that figure which committed the foul, plus a 'back' for the other figure, or for a play-on.

14. If both players make a flick at the ball when in possession, it is a foul, whether one figure touched the ball or not. The other team can choose to take their free flick from the original position of either of the offending figures, or decide to play on instead, with a change of possession.

15. Notwithstanding rules 4 and 5, at a flick in, free flick and corner flick in the attacking half, the player nominated as the defensive player can participate. The attacking player must take the flick in, free flick or corner flick, but the defensive player can shoot "on the run" with any figure from their team, as long as all normal requirements for a legal shot are met (ie. Position of the ball). The ball must be moving for the defensive player to attempt this shot. Once the ball stops, the defensive player forfeits the right to attempt a shot. *The defending team cannot have any block flicks during a flick-in or corner flick while the ball is moving.*