

PLAYING RULES FOR 2001 WORLD CUP OF TABLE HOCKEY

1. STIGA's PLAY OFF boards must be used for the official competitions. The goal cages have to be rebuilt, and the games have to be fastened or stuck to the tables.
2. Matches duration is 5 minutes (300 sec). Time will be running even if the puck is out of play.
3. Matches begin with the puck placed in the center of the rink, the 2 center-forwards being on their own side.
4. Face off is made by releasing the puck in the center of the middle circle, the 2 center-forwards being in the position above mentioned. Before releasing the puck, be sure opponent is ready.
5. Three seconds must elapse, after each face off (or after the beginning of a match), before scoring a goal. If not, the goal is not valid and a (new) face off must be made. This rule is effective even if a referee is making the face off. The center-forward is not allowed to score directly, the puck has to go out of reach of the center-forward before it is possible to score.
6. For a goal to be awarded, the puck has to go and stay into the goal cage. When a puck is in the cage, it must be taken out.
7. To score a goal directly* with the left or right defenseman or the goalkeeper, from a motionless puck, if you press the puck against the goalcage and make a shot, the goal is not valid. The same rule if you press the puck with the left or right defenseman against the goalkeeper.
* If the puck goes to goal from the rink's border, it's not "directly", it's OK to score or if the shot is deflected by a visible touch from another player of the same team, it's OK to score.
8. A goal scored by a shot with the body of a player (any player, even the forwards) after having stabilised the puck, is not valid. But, if the puck came to a standing still position without being stabilised by the player, then the player is allowed to score. It is possible to score a goal by shooting a stabilised puck, if the shot is deflected by a visible touch from another player of the same team. It is allowed to score a goal with a player's right foot, if using it as a stick.
9. When the puck is staying still between your goal keeper and the goal line you can ask for "block", take the puck and make a new face off.
10. It's forbidden to retain the puck for more than 5 seconds without passing or shooting.
11. During the play off matches, in the event of a draw at the end of the 5 minutes, the winner is the one who scores the first goal (sudden death), following a face off made by a referee.
12. When the game is unduly interrupted (i.e.: teared off goal, broken player or tip, removed player...), the lost time is added to the 5 minutes. And, if any player had the puck under control before the interruption, the game continues from the place where it stopped, otherwise a new face off must be made.
13. When a goal is scored as the final buzzer is sounding, it will not be awarded. In case of any doubt, the goal is not valid.
14. If a competitor is not in front of the board and ready to play 30 seconds after the beginning of the match, he automatically loses this match by 10-0.
15. Any participant to an official competition agrees with all and every of the present rules.
16. The referees have to ensure that these rules are all enforced and respected.