

ITSF Rules for *Speedball*

Speedball shall be played according to the ITSF Rules of Play with the following exceptions:

1. **The Match:** Unless otherwise specified by the Tournament Director, a match shall be the best 2 of 3 games up to 5 goals. In the final game of a match, a team must win by a 2-goal margin up to a maximum of 8 goals
2. **The Ball:** The game will be played with the ball normally designated for each table unless otherwise specified by the Tournament Director before the start of the event.
3. **The Serve:** The Serve shall begin at the middle player figure on the center midfield rod. When a point is scored, the ball will be served by the team last scored upon.
4. **Ready Protocol:** The player in possession of the ball must make sure the opposing team is ready before putting the ball into play. To serve the ball or resume play, the ball must be moved from one player figure to another before it can be legally advanced. The ball may be advanced directly from the second player figure. The ball is considered to be advanced once it leaves the rod of possession.
5. **Ball in Play:** The ball must be in continuous motion during play. Once the ball has been put into play, it may not be stopped or in possession of any player figure for more than one second. If the ball contacts a player figure and is not directly advanced within one second, it must touch another player figure on the same rod, or side wall, within one second.
6. **Pinning the Ball:** If the ball is pinned, it may be advanced by the same player figure if done within the one second time limit.
7. **Time of Possession:** The time of Possession shall be 5-Seconds for ALL rods. The goalie rods are considered one rod. The time of possession is suspended when the ball is not within reach of any player figure. During the serve or when resuming play, the time limits begin when the ball touches the second player figure. During play, time begins when the ball is either controlled or in a position to be controlled.
8. **Ball off the Table:** If a player causes the ball to go off the table, play shall resume at the opposing goalie rods. If unclear, the player with the last clear possession is deemed to have caused the ball to go off the table. Aerial shots are legal provided no other rules are violated to perform the shot.
9. **Time Outs:** Teams may take two 15-second time outs per game. Time outs are only allowed between points or between games. Time outs are not allowed while the ball is in play, however, an Official Time Out may be called to request a referee or to call a foul.
10. **Passing:** All passes from one rod to any other rod is considered legal.
11. **Changing Positions:** Players are not allowed to change positions during play but may do so between points or between games.
12. **Jarring:** Any banging, lifting, or sliding of the table that causes a player to lose possession is considered Jarring and will be penalized according to the ITSF Rules of Play.
13. **Penalties:** Any violation of the above rules is a loss of possession to the opposing team's goalie area. Penalties for distractions, jarring, delay of game, etc., are penalized according to the ITSF Rules of Play.

ITSF Rules for *Classic*

Classic shall be played according to the ITSF Rules of Play with the following exceptions:

1. **Spinning** : No 360 degree shot are allowed on any rods.
2. **Time of Possession**: The time of Possession shall be 10 Seconds for ALL rods. The goalie rods are considered one rod.
3. **Passing**: Each tournament organizer will have a choice between 3 options and shall publish it before tournament start :
 - a. ITSF passing rules
 - b. One men pass allowed
 - c. One men pass allowed and play begin in goalie area.

Classic Rules Options :

Tournament Organizers may choose to utilize the standard ITSF Rules of play or they may select from the following three approved variations.

Classic Option 1: ITSF Rules of play with the following exceptions:

- a. Player figures are not allowed to rotate 360 degrees or more when advancing the ball.
- b. 10 second time of possession for all rods. Goalie rods are considered one rod.
- c. One-man passes are allowed from the middle rod to the forward rod.

Classic Option 2: ITSF Rules of play with the following exceptions:

- a. Player figures are not allowed to rotate 360 degrees or more when advancing the ball.
- b. 10 second time of possession for all rods. Goalie rods are considered one rod.
- c. Current ITSF passing rules are in effect.

Classic Option 3: ITSF Rules of play with the following exceptions:

- a. Player figures are not allowed to rotate 360 degrees or more when advancing the ball.
- b. 10 second time of possession for all rods. Goalie rods are considered one rod.
- c. One-man passes are allowed from the middle rod to the forward rod.
- d. The ball is served and put back into play at the goalie area unless otherwise specified by rule.

Classic Option 4: ITSF Rules of play with the following exceptions:

- a. Player figures are not allowed to rotate 360 degrees or more when advancing the ball.
- b. 10 second time of possession for all rods. Goalie rods are considered one rod.
- c. The ball is served and put back into play at the goalie area unless otherwise specified by rule.