

# ITSF CONGRESS



**SPAIN 2018 Jan. 19th - 21st**

**itsf**  
..... international table soccer federation



## Education, Tools and share experience

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ITSF CONGRESS & GENERAL ASSEMBLY - 2018

Hotel Gran Bali - Benidorm



# SUMMARY

**I - General presentation**

**II - ITSF's educational tools**

**III - Shared experience : the german example**

**IV – Future training needs for our federations**



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# GENERAL PRESENTATION

*Farid Lounas*



# ITSF'S EDUCATIONAL TOOLS

*Farid Lounas*

- The basic guide
- The pedagogic guide
- The basic rules
- The passport
- The training sessions

# ITSF'S BASIC GUIDE



Social, fun, fair-play and team spirit!



## Aim of the game

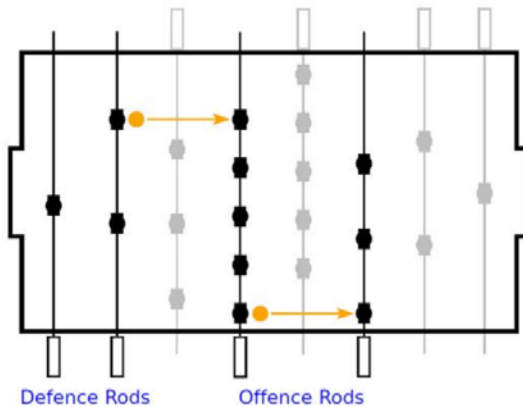
To score more goals than the opponent(s) on other side of the table.

Kick the ball into the goal by moving the four rods with player figures on them. Sounds easy enough... until you have to keep your opponent(s) from doing the same!

## Matches


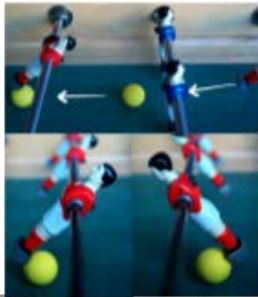

A basic game of table soccer is a race to 5 goals. The first team to 5 goals wins the game. Matches can be played where winning 2 out of 3, or 3 out of 5 games wins the match.

### STEP 1 : Pass and catch the ball



# ITSF'S PEDAGOGIC GUIDE

## STEP 1 CATCHING THE BALL

		To succeed I must ...
Pedagogic Guide - International Table Soccer Federation	<b>Level 1</b> 1a / Be able to catch a passing ball 	<input type="checkbox"/> Position myself keeping the back straight, standing solidly balanced on the ground. <input type="checkbox"/> Stand at a distance of a forearm from the table. <input type="checkbox"/> Tilt the player figure in the direction of the passing ball to catch it. <input type="checkbox"/> Move the rod by having the player figures always tilted at the height of the ball. <input type="checkbox"/> Move the rod and my body position in order to make it easier to catch the ball.
	<b>Level 2</b> 2a / Be able to catch the ball in a front pin and a back pin at slow speed. 	<input type="checkbox"/> Position myself keeping the back straight, and solidly balanced on the ground. <input type="checkbox"/> Move the rod by having the player figures always tilted at the height of the ball. <input type="checkbox"/> Shift from a « front pin » position to a « back pin » position, pull or push the rod while rotating my wrist inward. Those two gestures are to be performed in the same move. <input type="checkbox"/> Slowly move the rod sideways by adapting the position of the fooser's stance. <input type="checkbox"/> Not forget to keep the player figures tilted in order to stop the ball.
	2b / Be able to catch and control the ball from the back pin to the front pin at slow speed. 	<input type="checkbox"/> Take the handle of the concerned rod preferably with the palm of the hand up. <input type="checkbox"/> Move the rod by having the player figures always tilted at the height of the ball <input type="checkbox"/> Shift from a « back pin » position to a « front pin » position, pull or push the rod while rotating my wrist outward. Those two gestures are to be performed in the same move. <input type="checkbox"/> Not forget to keep the player figures tilted in order to stop the ball.

13  
Step 1 : Catching the ball



### Types of handles Frequently used



Standard



Round



American

### TABLE TERMINOLOGY



#### NOTE

to avoid any confusion, we use the term fooser to mean the person playing, and player figure for the figurine on the rod.

International Table Soccer Federation

# ITSF'S BASIC RULES



**1. Toss**  
The winner of the TOSS, - coin flip – may choose for the KICK OFF or SIDE of the table.



**2. Kick Off**  
Put the ball at the middle figure of the 5-rod. Ask your opponent if he or she is ready. When opponent replies 'ready', pass the ball via a second figure.



**3. Ball Off Table**  
When a player makes the ball go off the table due to the power of the shot, it is given back to the opponent at the 2-rod.



**4. Time Out**  
Two 30-second TIMEOUTS are allowed per set. Only the player in possession of the ball may call a time out while the ball is in play. When not in play, both players/team can call a timeout.



**5. Passing**  
After every re-start, the ball must touch at least two player figures prior to advancing to another rod.



**6. Switch**  
After each set the players/teams may change sides.



**7. Spinning**  
NOT allowed.  
In case of a shot/pass performed with a spin, the opponent kicks off again with the 5-rod.



**8. Goal**  
A goal can be scored from any rod or figure. A ball that goes in and out of the goal counts as a goal.



**9. FAIR PLAY**  
DON'T slam or hit the side wall hard with the rods.  
DON'T put hands in the table whilst ball is in play.  
DON'T lift the table.



**10. Time limit**  
The ball is allowed to be under the 5-rod for 10 seconds and other rods (goalie & 2-rod count as one rod) for 15 seconds. Exceeding the time limit on the 3-rod goes to opponent's 2-rod, anywhere else goes to opponent's 5-rod.



**CODE of Honor**  
Table soccer is FUN!  
Respect the opponent.  
Shake hands before and after the match.  
ALWAYS be sure that your opponent is ready before starting or re-starting <<Ready?>>



# ITSF'S PASSPORTS



**YOUR CONTACT:**

THIS CART IS PERSONAL

**FOOSBALL  
PASSPORT**

**WWW.TABLESOCCER.ORG**

**itsf**

# ITSF'S TRAINING SESSIONS



## ITSF training session request

Federation/Country

Name:

Contact Email:

Website:

Facebook page:



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# SHARED EXPERIENCE : GERMANY

*Sara Rezmann*



# FUTURE TRAINING NEEDS FOR FEDERATIONS

*Farid Lounas*