

## FISTF Rules in Short

Here is a scaled down version of the FISTF rules.

Written from the viewpoint of you as a referee for the game – in all cases **player A** is the attacker or player in possession of the ball and **player B** is the defender or player looking to block

- 1) GOAL KICK – ball is to be inside the 6yd box and either spare GK or outfield player can take the kick – no players of either side to be inside goal area – player B can attempt an intercept of the goal kick (figure must have stopped moving as ball runs into him for intercept to be OK) – if intercept is OK possession changes to player B and (if used) player A spare GK is 'out'
- 2) THROW IN – player A nominates figure to take throw and then takes positional flick of another figure – player B has blocking positional flick – player A takes throw & waits as player B takes blocking flick
- 3) CORNER KICK – player A nominates figure to take kick and then takes 3 positional flicks – player B then takes 3 positional blocking flicks
- 4) FREE KICK – player A nominates figure to take kick and then takes positional flick of another figure – player B has positional blocking flick

In instances (2) (3) (4) above - player A must wait for player B to take his positional blocking flicks before commencing with play

Other instances where player A must wait for player B to take a blocking flick are:

- a) Should player A in possession of the ball flick and have a figure fall over whilst still in possession then player B has a blocking flick
- b) Should player A in possession of the ball have the need to play from behind the goal of player B (that is to occupy the space) then player B has a blocking flick
- c) Should player A in possession of the ball need to take a 'tick' flick (flick a figure from an offside position) then player B has a blocking flick

In all these instances should player B in his attempt to take a positional block commit the foul by his figure striking player A figures then naturally player A can declare a 'back' and the flick is lost – likewise player A in his attempt to flick his figures into position in the first instance can have the same case called against him

Beyond the above cases mentioned player A in possession has no requirement to wait for player B to block flick

- 5) BLOCK AFTER SAVE – if after taking a shot at goal player A has the shot saved by player B goalkeeper then player A has a blocking flick for the save – this assumes the ball after the save remains in play – player B (who now has possession) must wait for this block flick
- 6) FORCINGS – to force a throw the figures involved (the forcer and the forced off) plus the ball must all be in the same zone and the ball must exit the sideline in that same zone – to force a corner the figure that is 'forced off' plus the ball must be in the zone but the figure who is the 'forcer' can be out of the zone

Definition of 'in the zone' is taken as the figures and ball being fully clear of the zone lines thus a figure or the ball that is on a zone line is not deemed to be in the zone

Duty of the referee at all times to have a clear view of play (move yourself around the table – don't be static) and to look closely for obvious likely infractions (finger fouls , illegal flicking , etc ...) – referee must clearly state the terms of 'block to come' –'back' – 'foul' – 'forced' – 'shootable' – 'goal' as and when state arises

- 7) BALL ON/OVER THE LINE – when viewed from above 'all' of the ball has to be over the line – that is to say pitch surface should be visible between the edge of the line and the edge of the ball nearest that line – this is obvious for all cases of ball being shootable , ball being out of play for a throw , corner , goalkick and ball being 'over the line' for a goal
- 8) FIGURES OFF THE PITCH – if a figure after flicking exits the pitch hits the sidewall and re-enters the pitch he is placed 'just off' the pitch where first exited – if a figure after flicking exits the pitch and leaves the playing board totally he is placed 'just off' the pitch back level with the half-way line