

Lesson 1

ABC of the Basics - "A"

What kind of Sport is Gateball?

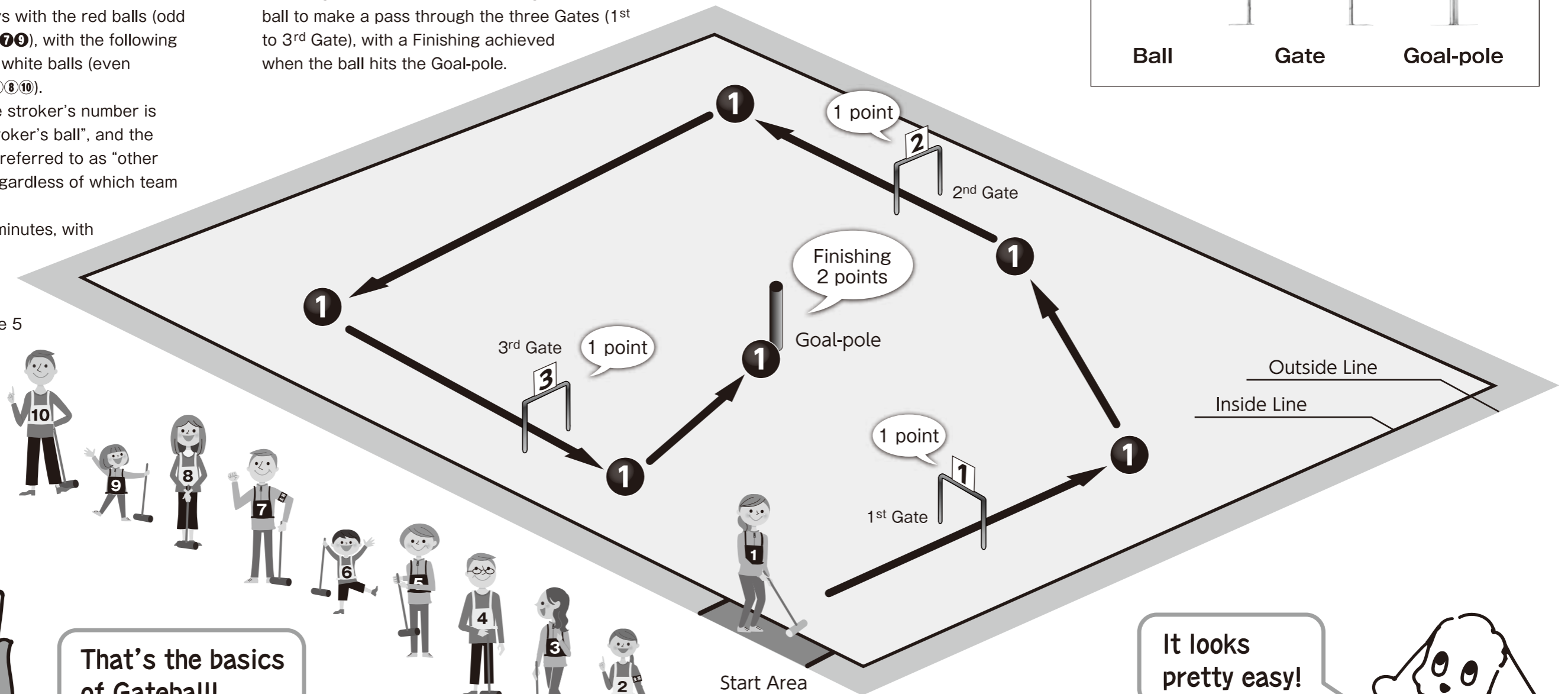
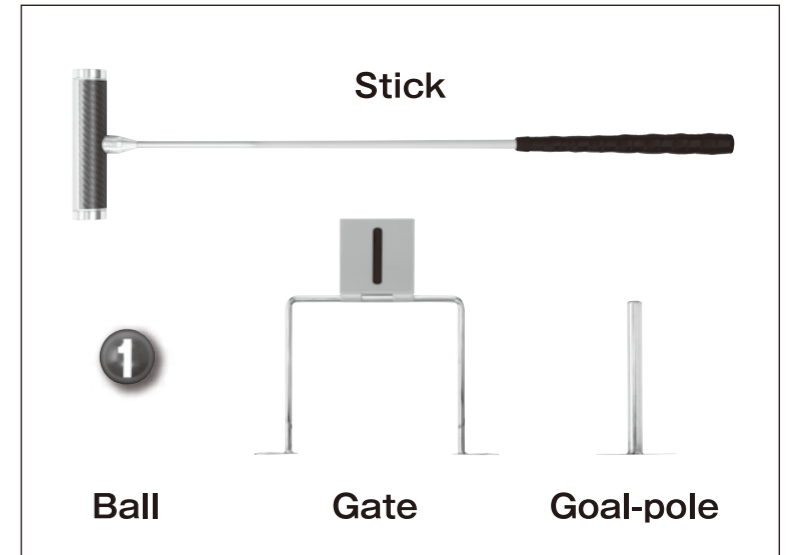
- Gateball involves 2 competing teams with 5 players in each team, with only one person playing at any time on the court.
- The leading team plays with the red balls (odd numbered balls 1, 3, 5, 7, 9), with the following team playing with the white balls (even numbered balls 2, 4, 6, 8, 10).
- The ball reflecting the stroker's number is referred to as the "stroker's ball", and the remaining 9 balls are referred to as "other balls/another ball", regardless of which team the ball belongs to.
- A match lasts for 30 minutes, with the winning team determined by the total number of points achieved by the 5 players in each team.

- In a Gateball match, the leading and following teams play alternately, with each player following his/her number and aiming for his/her ball to make a pass through the three Gates (1st to 3rd Gate), with a Finishing achieved when the ball hits the Goal-pole.

What kind of Equipment is Required?

Sticks, balls, Gates and a Goal-pole are used in Gateball

Passing 1st Gate	1 point
Passing 2nd Gate	1 point
Passing 3rd Gate	1 point
Finishing (Agari)	2 points
Total Points	5 points



That's the basics of Gateball!

◀ Professor Memuro:

An Ural owl born in Memuro town, Hokkaido. A veteran who's been playing Gateball since its inception. Although he tends to nag, he regards himself as a Gateball evangelist, a role that he's deeply passionate about.

Starting with stroker Red 1 in the Start Area, each player follows his/her number, aiming to pass stroker's ball through the 1st Gate.

It looks pretty easy!

▶ Pegasus:

A male toy poodle puppy. He's in the process of learning the rules of Gateball from Professor Memuro, but as he tends to lose interest easily, his game isn't improving. This doesn't worry him, however, because he's so easy going.



Lesson 2

ABC of the Basics - "B"

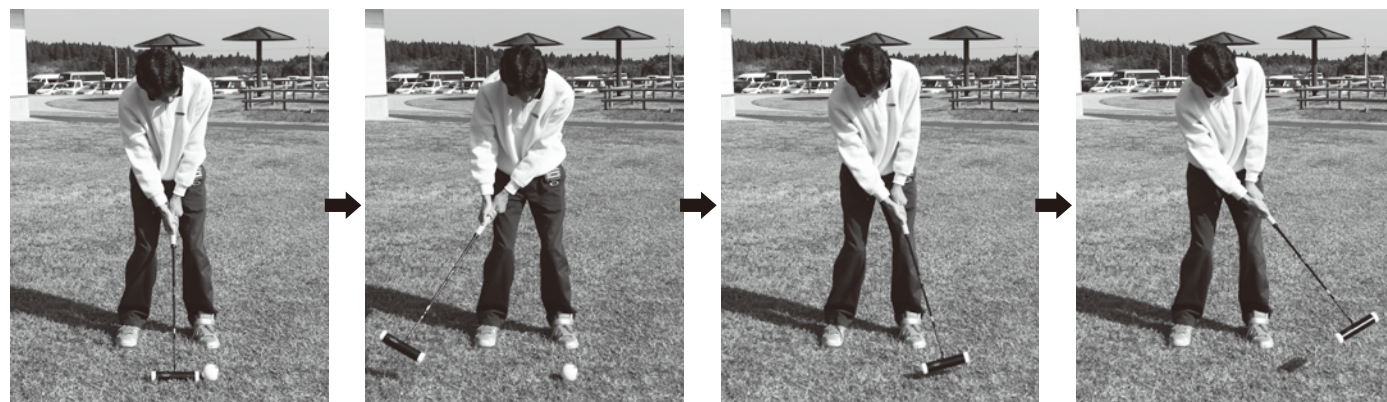
Stroking

- "Stroking" refers to the stroker hitting his/her own ball.
- It's important to stroke the ball in the direction that the stroker wants it to move in, while taking into consideration the distance required for the ball to stop at the position the stroker is aiming for.

How to grip the stick (e.g.)



Golf Swing (e.g.)



Croquet Swing (e.g.)



Start Stroking

- The stroker's ball is placed in the Start Area and is then stroked so that it passes through the 1st Gate in a single stroke.
- The stroker's ball can be placed anywhere in the Start Area.
- ※ If the start stroke doesn't result in the ball successfully passing through the 1st Gate, then the player makes another attempt with the next stroke.



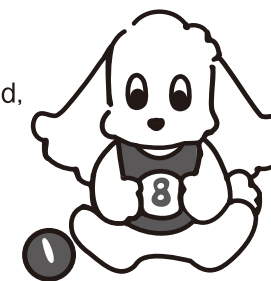
The correct position of the balls at start stroking (1, 2 and 4) and the incorrect position (3 and 5).

3 and 5 represent stroking fouls.



Finishing (Agari)

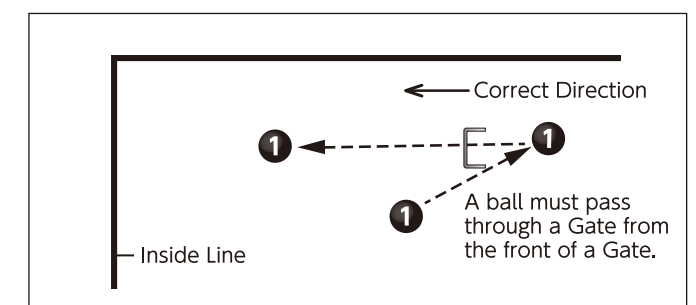
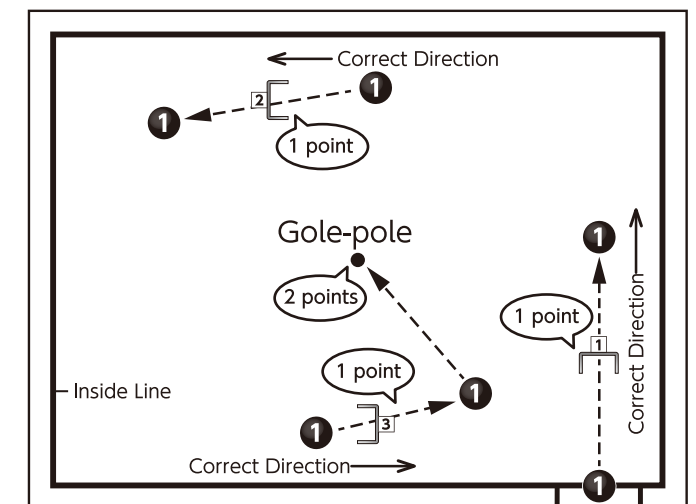
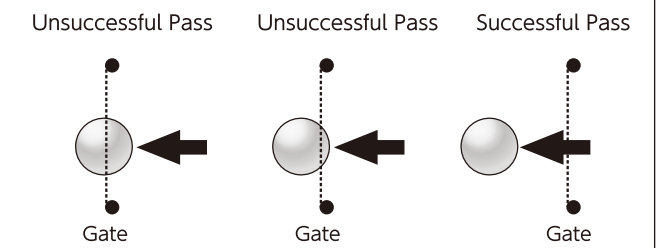
- Finishing or "Agari" refers to a ball that has passed through the 3rd Gate to hit the Goal-pole in the center of the court, and the stroker is awarded 2 points.
- A ball that has achieved Finishing is no longer played, and is removed from the court.



Passing a Gate (Gate Tsuka)

- Passing a Gate or "Gate Tsuka" takes place when a ball passes through the 1st, 2nd, and 3rd Gates. One point is awarded to a stroker each time a ball passes through a Gate. If a stroker's ball stops in the court, then the stroker can stroke one more time.
- Each Gate has a front and a back. To be awarded a point by passing a ball through a Gate, the ball must pass a Gate in the designated (correct) direction. As points will not be awarded if the ball passes through a Gate in the wrong direction, a ball that's at the back side of a Gate must be moved to the front of a Gate first and then stroked through a Gate.

When viewed from above.



Lesson 3

ABC of the Basics - "C"

Touch

- A "Touch" refers to a stroker stroking his/her own ball that's within the Inside Line to hit another ball.
- ※ It is not a Touch if a sparked ball hits another ball.



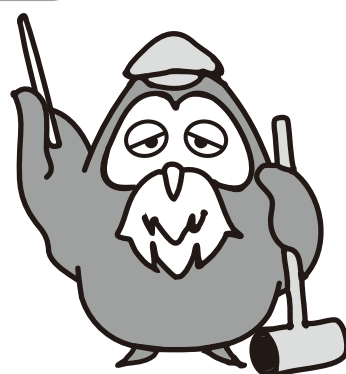
Spark

- A Spark is carried out when both the stroker's ball and the touched ball stop within the Inside Line as the result of a Touch.
- A Spark refers to a move in which the stroker places his/her foot on the stroker's ball after it has stopped moving, as in the photo on the right, then places the touched ball next to the stroker's ball so that the two balls are in contact with each other. The stroker strokes the stroker's ball so that the impact of that stroke causes the touched ball to move.
- A Spark is successful if the sparked ball moves more than 10cm. The stroker can then stroke the stroker's ball one more time.
- ※ It is a foul if the sparked ball moves less than 10cm, or if the stroker's ball moves from under the stroker's foot during a Spark. The foot should be firmly on the ball, and a strong stroke applied to move the touched ball.

★ Important Points for Sparking

- With a Spark, balls can be positioned advantageously for the same team. A stroker can make other balls of the same team pass a Gate or Finishing by a Spark.
- A stroker can make the touched ball of the opposite team move over the Inside Line.

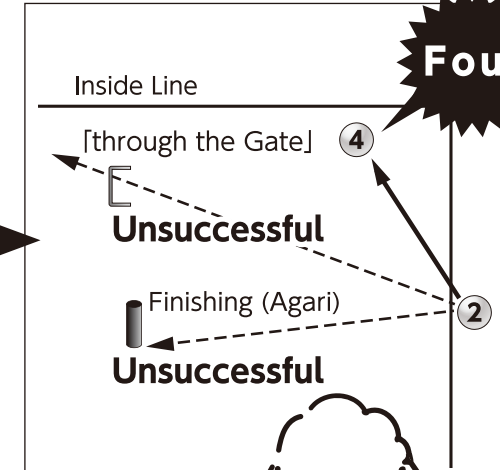
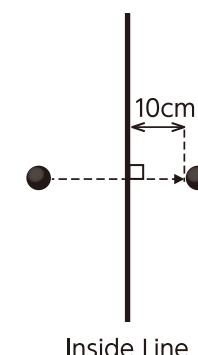
Mastering a Spark is pretty impressive!



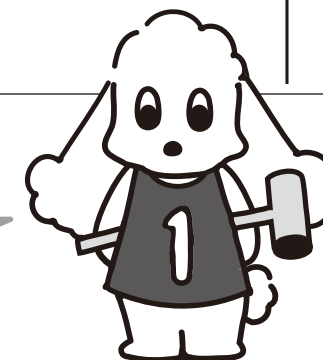
Out-ball

- An out-ball refers to a ball that goes beyond the Inside Line.
- When stroking an out-ball, the stroker can stroke only to have it go back within the Inside Line. A pass through a Gate or a Finishing is not possible with an out-ball. It is a foul if an out-ball hits a ball inside the court and it becomes an out-ball again from where it hit the other ball and is placed outside the court.

Position of an out-ball



I'd better make sure that my ball doesn't end up an out-ball!



Sparking Steps (e.g.)



① Pick up the touched ball.



② Step on your ball to secure it.



③ Set up the touched ball so that's in contact with your ball.



④ Remove your hand from the set (the touched) ball.



⑤ Stroke your ball to move the touched ball.

