

# Lesson 6

## Carrying out a Strategy

### 5 Ways to Make Gateball even more Fun and Interesting

#### 1 Don't let your ball go near the opposing team's balls that are stroked before and after you

If the opposing team's ball is positioned where you're aiming for, this is not a problem if you achieve a Touch. However, if your ball stops near that ball, the next stroker from the opposing team will stroke your ball for it to end up as an out-ball. Make sure that, other than a Touch, your ball doesn't go near the balls of the opposing team members who are stroking before and after you.

#### 2 Reduce your team mates' out-balls

If your or your team mate's ball becomes an out-ball, neither a Touch, a pass through a Gate nor Finishing is possible, which will affect the development of your team's game. Being simply on the court, a ball can restrict the opposing team's balls to come near that ball. So it's important to prevent your team's ball(s) from ending up an out-ball/balls.

#### 3 Don't gather multiple balls

It's easy to collaborate with your team mates by gathering more balls, but it also makes your team more vulnerable. Although a high-risk high-return strategy is an option, it's best not to gather more balls than is necessary.

#### 4 Utilize the area along the Inside Line

Positioning a ball around a Gate or near the Goal-pole makes it easy to play, but also creates an opportunity for the opposing team. As a ball along the Inside Line can easily become an out-ball, the chance of an attack by the opposing team is reduced. Utilize the area along the Inside Line for enhanced ball positioning or when waiting for a chance to attack the opposing team.

#### 5 Consider the fact that a match lasts for 30 minutes

As match time is restricted, additional moves by one team will reduce the time that the opposing team can play. And, if a Finishing is achieved early in the match, the finished ball will be removed from the court, making it difficult to achieve coordinated team efforts. Check the remaining time and consider which would be better to increase your score or to make a move on the opposing team.

#### Playing with your Team Mates in Mind is the most Important Aspect of Gateball

Although it's tempting to aim for a Gate or the Goal-pole when it's right in front of you, look carefully how the balls are positioned. You may be able to deliver 3 or 4 points to your team instead of just gaining 1 point. Considering your team mates and positioning the balls in a way that makes the most of their skills will lead to a better result.



#### Red (4 points) vs White (3 points)

Let's consider a strategy by referring to the illustration on the right.

#### [When Ball 1 is being stroked]

When stroking a ball, consider which areas pose a risk, and which don't. As Ball 1 is an out-ball, it should be simply stroked so that it goes across the Inside Line. If the ball moves to Area A, there's a possibility that it will be attacked by balls 6 and 10 which are yet to pass through the 1<sup>st</sup> Gate.

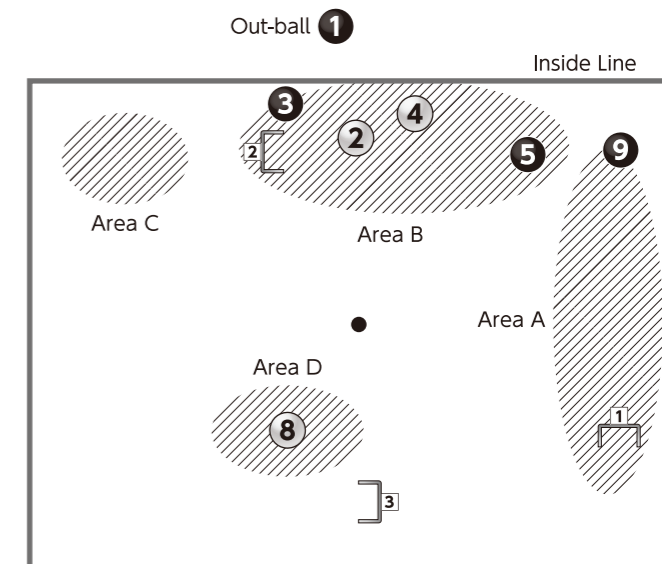
Ball 2, to be stroked next, is in Area B, and Ball 8 is in Area D, so if Ball 1 moves to either of the areas, it will immediately end up as an out-ball. Ball 2 will be in Area C once it passes through the 2<sup>nd</sup> Gate, so this area is also risky.

#### [When Ball 2 is being stroked]

In order to protect Area B, Balls 3 and 5, to be stroked next, need to be made out-balls. However, as it's difficult for one player to carry out a Touch of both balls, your team's Ball 4 can be utilized. First, carry out a Touch of Ball 4, then carry out a Spark to move Ball 4 near Ball 5 (Block Ball), entrusting Ball 4 to make Balls 5 and 9 out-balls. After this, Ball 2 can touch Ball 3, or depending on the situation, it can be passed through the 2<sup>nd</sup> Gate to touch Ball 3.

#### [When Ball 3 is being stroked]

There is the option to gain one point through a pass through the 2<sup>nd</sup> Gate, or to make Balls 2 and 4 out-balls to protect Area B. If it is possible to carry out a Touch of Ball 3 after making a Touch of Ball 2 or 4, Ball 3 can be moved to a position in front of the 2<sup>nd</sup> Gate with a Spark. After that, Ball 4 also moves to a position in front of the 2<sup>nd</sup> Gate. At his/her turn, stroker Red 5 can carry out a pass through the Gate of both Balls 3 and 5. This means that instead of gaining only 1 point by passing through the 2<sup>nd</sup> Gate, Ball 3 can set a play involving both 3 and 5 to gain 2 points.



An unsuccessful pass to 1<sup>st</sup> Gate 10 7 6

In these ways, Gateball involves many different strategies (possibilities).

Coordinate the team's cooperation during the match by considering the characteristics (strengths and weaknesses) of each team mate, their physical condition on the day, the court conditions (lawn, artificial grass or clay), and which strategies to be employed responding to the opposing team's strategies. The situation of the game will change with each stroke, so it's important to make decisions and predictions accordingly. And this is why Gateball is known as a strategic sport.

In an ideal game, it's not for the team mates to accommodate the strategies. Instead, the strategies should be built flexibly by accommodating the team mates' characteristics.



#### To achieve victory, determine the important ball which decides the game!

Of the national and international championships and tournaments held in the past, there have been numerous times in which a team has managed to achieve 6 to 8 points in the last 5 minutes of the match. The key to winning is to build a strategy which will result in as many points as possible by focusing on passing the ball through the 3<sup>rd</sup> Gate which will result in Finishing and 2 points.

# Lesson 7

## Review

### Identifying the Basics of the Rules

#### There are 4 basic rules of Gateball!

- ❶ Only one person can play at a time on the court!
- ❷ You can stroke only your own ball!
- ❸ Never touch any balls unless you're Sparking!
- ❹ You can only start your play after all the balls have stopped moving!



<b>Start 1<sup>st</sup> Gate</b>	<ul style="list-style-type: none"> <li>● Stroke the stroker's ball from the Start Area, aiming for a pass through the 1<sup>st</sup> Gate in a single stroke.</li> <li>● One point is awarded after a pass through the 1<sup>st</sup> Gate, and if the ball stops within the Inside Line in the same move, the stroker gains the right to stroke the stroker's ball one more time.</li> <li>● If the ball does not pass through the 1<sup>st</sup> Gate, the player's ball is removed and the player waits until his/her next turn, and aims for a pass through the 1<sup>st</sup> Gate again.</li> <li>※ A player cannot proceed until his/her ball passes through the 1<sup>st</sup> Gate.</li> </ul>
<b>2<sup>nd</sup> Gate 3<sup>rd</sup> Gate</b>	<ul style="list-style-type: none"> <li>● If a ball which has passed through the 1<sup>st</sup> Gate then passes through the 2<sup>nd</sup> Gate, another point is added. If the ball which has passed through the 2<sup>nd</sup> Gate then passes through the 3<sup>rd</sup> Gate, another point is added.</li> <li>※ If another ball which has moved as a result of a Touch or a Spark succeeds in passing through a Gate, then a point is added to this ball.</li> <li>● If the stroker's ball makes a pass through a Gate and stops within the Inside Line, the stroker gains the right to stroke the stroker's ball one more time.</li> </ul>
<b>Touch Sparking</b>	<ul style="list-style-type: none"> <li>● It is a Touch when the stroker's ball hits another ball on the court.</li> <li>● After a Touch, if the touched ball stops within the Inside Line, the touched ball can be sparked.</li> <li>※ If, after a Touch, the touched ball moves outside the Inside Line, it becomes an out-ball and the stroker stops stroking (that is, a Spark cannot be carried out).</li> <li>● When a Spark is successfully carried out, the stroker gains the right to stroke the stroker's ball one more time.</li> </ul>
<b>Pass &amp; Touch Touch &amp; Pass</b>	<ul style="list-style-type: none"> <li>● If a single stroke results in a pass through a Gate and Touch (a Pass &amp; Touch), and the touched ball stops within the Inside Line, the stroker can stroke the stroker's ball twice in a row, once a Spark has been achieved.</li> <li>※ If the stroker gains the right to Spark and to stroke twice, a Spark is carried out first.</li> </ul>
<b>Out-ball</b>	<ul style="list-style-type: none"> <li>● A ball that moves beyond the Inside Line, or is placed outside the Inside Line due to a foul, becomes an out-ball.</li> <li>● The stroker should stroke his/her ball (an out-ball) to move just into the Inside Line. Neither a pass through a Gate nor a Finishing is counted even if the ball happens to make such a move.</li> <li>● If a stroked out-ball hits another ball within the Inside Line, this is a foul and the ball becomes an out-ball again from where it hit another ball.</li> </ul>
<b>Finishing ("Agari")</b>	<ul style="list-style-type: none"> <li>● When a ball passing through the 3<sup>rd</sup> Gate hits the Goal-pole, this results in a Finishing or "Agari", resulting in 2 additional points.</li> <li>※ When a ball has already passed through the 3<sup>rd</sup> Gate, the stroker can spark the ball to hit the Goal-pole, resulting in a Finishing of the ball with 2 points.</li> <li>● The finished ball is removed from the court and that stroker finishes stroking.</li> </ul>
<b>End of the Match</b>	<ul style="list-style-type: none"> <li>● A Gateball game lasts for 30 minutes, with a match ending when the following takes place:             <ol style="list-style-type: none"> <li>❶ If the Red team is playing, when the next stroker from the White team ends his/her stroking.</li> <li>❷ When a stroker from the White team ends his/her stroking.</li> </ol> </li> <li>● If all the team members have finished, this results in 25 points (5 players x 5 points), making it a perfect game.</li> </ul>

### Common Fouls

In the event of a foul, the stroker stops playing and waits for the next turn. The next stroker can stroke only after all the balls are properly positioned.

※ The following list represents typical fouls. However, please be aware that the way the ball is dealt with may change depending on the situation.

#### 1. Start Stroking

The stroker's ball is placed somewhere other than in the Start Area, and then stroked.	A pass through the 1 <sup>st</sup> Gate will not be successful, and the player carries out his/her start stroking once again at his/her next turn (Stroking Foul).
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#### 2. Stroking

The stroker strokes the stroker's ball after more than 10 seconds have passed after the stroking order is called.	The ball is returned to the position it was in when stroked (Time Over).
The stroker mistakenly strokes another ball for the stroker's ball.	The stroked ball is returned to the position it was in when stroked (Stroking Foul).
During a stroke, the stroker's body comes into contact with a ball.	The ball is returned to the position it was in when it came into contact with the stroker's body (Ball Touch Foul).
When stroking the stroker's out-ball, the stroker's ball hits another ball within the Inside Line.	The stroker's ball becomes an out-ball from the position it was in when it hit the other ball, and the other ball is returned to its original position (Out-ball Stroking Foul).
After a Spark, the stroker strokes the stroker's ball in succession and it hits the sparked ball.	The stroker's ball becomes an out-ball from the position it was in when it hit the Sparked ball, and the Sparked ball is returned to its original position (Touching the Same Ball Twice Foul).

#### 3. Sparking

After a Touch, the stroker picks up the touched ball to carry out a Spark while the stroker's ball is still moving.	The stroker's ball remains where it stopped moving, and the touched ball is returned to where it was picked up (Ball Touch Foul).
After a Touch, the stroker mistakenly picks up the stroker's ball instead of the touched ball.	The stroker's ball becomes an out-ball from the position where it was picked up, and the touched ball remains where it is (Ball Touch Foul).
When setting up the touched ball for a Spark, the stroker makes the touched ball come into contact with the stroker's ball without stepping on the stroker's ball.	The stroker's ball becomes an out-ball, and the touched ball is returned to where it was when picked up (where it stopped after the Touch) (Sparking Foul).
When the stroker steps on the stroker's ball to set for a Spark, the foot slips and the stroker's ball rolls away from underneath the foot.	
The impact of the Spark results in the stroker's ball also moving from underneath the foot.	
When Sparking, the stroker hits the stroker's foot and not the ball.	The stroker's ball becomes an out-ball, and the set ball is returned to where it was when set (Sparking Foul).
When Sparking, the set ball doesn't move (stops at a distance less than 10cm from the stroker's ball).	
As the Sparked ball moved for more than 10cm, the stroker picks up the stroker's ball, despite the fact that the Sparked ball is still moving.	The stroker's ball is returned to the position it was in when it was stroked, and the Sparked ball remains in the position it stopped in following the Spark (Stroking Foul).
Even though a Touch took place, the stroker stroked the stroker's ball without Sparking.	The stroker's ball becomes an out-ball, and the touched ball remains in the position it stopped in following the Touch (Stroking Foul).