

Official Gateball Rules Guide for Referees

2019



WORLD GATEBALL UNION

Foreword

The Official Gateball Rules and Guide for Referees, contained in this document, are essential not only to referees, but to everyone involved in the game of gateball, including players, coaches and directors. In principle, these rules apply to all gateball matches and tournaments held in World Gateball Union member countries and regions.

A thorough understanding of this document will ensure a smooth and safe game which everyone can enjoy, contributing to the further development of gateball.

The World Gateball Union

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World Gateball Union
Official Gateball Rules

Chapter 1. Ground and Equipment

Article 1. Ground

Clause 1. Court (Figure 1)

1. Court

(1) The court shall be a flat surface that is bounded by the outside line and rectangular in shape and clear of any obstacles.

2. Field

(1) The field refers to the surface inside the court. The field is divided into the inner field and the outer field.

(i) The inner field shall be rectangular in shape, 15m in length and 20m in width. Its outer edge shall be bounded by the inside line.

a. The width of the inside line shall be set at 5cm in principle. The color of the line shall be a color that easily contrasts with the court surface. The inside line shall be set inside the inner field along the outer edge of the inner field.

b. In an anticlockwise direction from one 15m side, each side of the inner field shall be referred to as follows: the first line, the second line, the third line, and the fourth line.

c. Each corner of the inner field shall be referred to as follows: the corner where the first and fourth lines intersect is referred to as the first corner, and, in an anticlockwise direction, is followed by the second corner, the third corner, and the fourth corner.

(ii) The outer field is a fixed area 1m in width, in principle, that lies outside the inner field. Its outer edge shall be bounded by the outside line and its inner edge shall be bounded by the inside line. The width of the outer field shall be set between 50cm and 1m.

a. The outside line should be wide enough to be clearly visible, while the color of the line should be easily identifiable on the court surface. The outside line shall be set inside the outer field along the outer edge of the outer field.

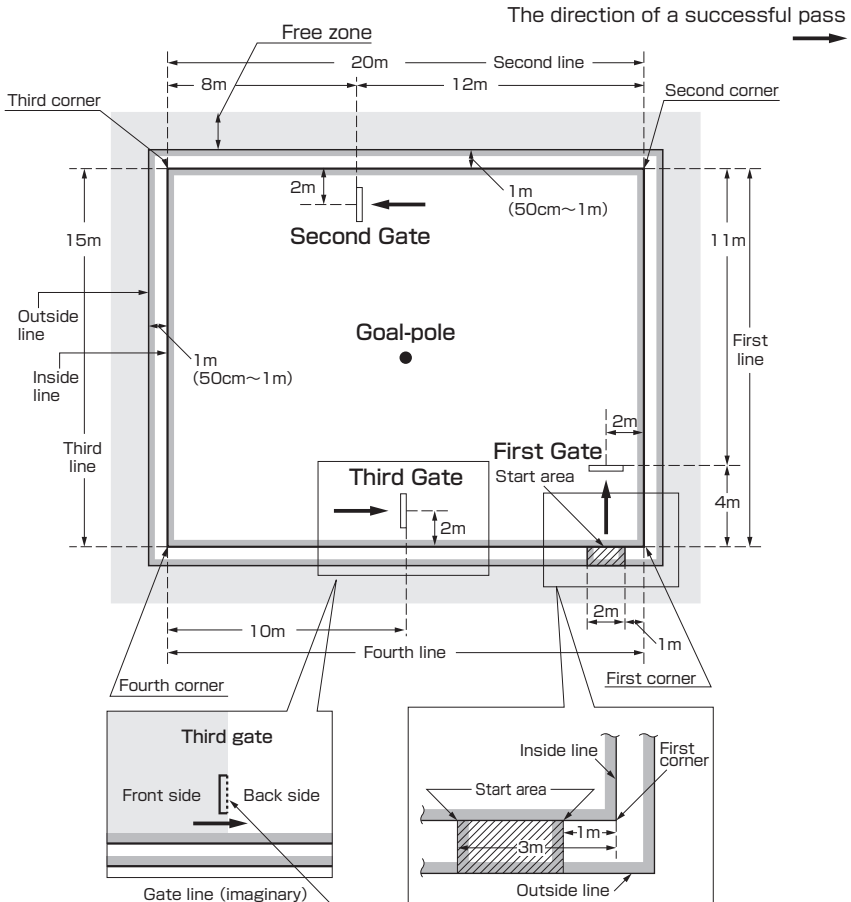


Figure 1, The Court

3. The Start Area

- (1) The start area is a rectangle created by four points - two points that are 1m and 3m from the first corner on the fourth line, and two points where two vertical lines drawn outward from the first two points intersect the outer edge of the outer field.
 - (i) The two longer sides of the start area are formed by a section of the inside line and the outside line.

- (ii) The outer edges of the two shorter sides of the start area are formed by the following line:
 - a. The line which forms the shorter side of the start area should be wide enough to be clearly visible, while the color of the line should be easily identifiable on the court surface. The line shall be set inside the start area along the outer edge of the start area.

4. Gate (Figures 1 and 2)

- (1) A gate shall consist of a U-shaped, 1cm (+/- 1mm) diameter cylinder rod in a color that is easily identifiable on the court.
- (2) The two legs of the gate shall be secured vertically on the ground so that the inner space between the two legs is 22cm wide and 19cm high.
- (3) The gates include the first gate, the second gate and the third gate. The position of each gate shall be as follows.
 - (i) The point exactly between both legs of the first gate is positioned at a point 2m from the inside line and at a right angle to the third line from a point 4m from the first corner, in the direction of the second corner. The gate shall be set so that the (imaginary) gate line, which passes through this center point and runs parallel to the fourth line, is in contact with the outermost edge of both legs of the gate facing the second line.
 - (ii) The point exactly between both legs of the second gate is positioned at a point 2m from the inside line and at a right angle to the fourth line from a point 12m from the second corner, in the direction of the third corner. The gate shall be set so that the (imaginary) gate line, which passes through this center point and runs parallel to the first line, is in contact with the outermost edge of both legs of the gate facing the third line.
 - (iii) The point exactly between both legs of the third gate is positioned at a point 2m from the inside line and at a right angle to the second line from the center of the fourth line. The gate shall be set so that the (imaginary) gate line, which passes through this center point and runs parallel to the third line, is in contact with the outermost edge of both legs of the gate facing the first line.

- (4) The top of each gate shall be marked by a gate number.
- (i) Each gate number should not be greater than 10cm in both height and width.
- (5) The areas surrounding each gate shall be referred to as the front side and the back side, separated by the gate line.
- (i) The front side of the first gate refers to the side of the gate facing the fourth line, while the back side of the first gate refers to the side of the gate facing the second line.
 - (ii) The front side of the second gate refers to the side of the gate facing the first line, while the back side of the second gate refers to the side of the gate facing the third line.
 - (iii) The front side of the third gate refers to the side of the gate facing the third line, while the back side of the third gate refers to the side of the gate facing the first line.
5. Goal-pole (Figures 1 and 2)
- (1) The goal-pole shall consist of a 2cm (+/- 1mm) diameter cylinder rod in a color that is easily identifiable on the court surface.
 - (2) The goal-pole shall be secured vertically at a height of 20cm above ground.
 - (3) The goal-pole shall be set in the center of the court.

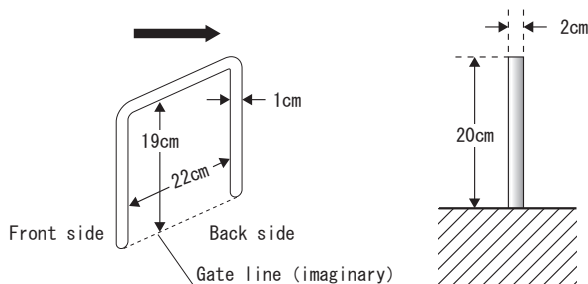


Figure 2, Gate and Goal-pole

Clause 2. Free Zone

1. A free zone shall be set outside the court.
 - (1) During a game, only the players, managers, referees and persons invited into the zone shall be allowed to enter.

2. A waiting area shall be set inside the free zone.
 - (1) The waiting area shall have seats (benches, chairs, etc.) for the manager and players.
3. A scoreboard shall be set within the free zone.
 - (1) The scoreboard shall be set in view of the players of both teams and spectators. Also the scoreboard shall be set so that it does not impede the game.

Article 2. Equipment

Clause 1. Stick (Figure 3)

1. The stick shall consist of a head and a shaft forming a T-shaped instrument.
 - (1) The head is cylindrical in principle, with two faces running parallel to the shaft. The side face refers to the section of the stick that intersects with the shaft at a right angle.
 - (i) The face shall be a minimum 3.5cm, and a maximum 5cm, in diameter.
 - (ii) The side face shall be 18cm to 24cm in length.
 - (2) The shaft shall be stick-shaped and secured at the midpoint of the side face.
 - (i) The shaft shall be 50cm or more in length, including the grip.

Clause 2. Ball (Figure 3)

1. The ball used shall be of an even spherical shape with a diameter of 7.5cm (+/- 0.7mm) and a weight of 230g (+/- 10g), made of synthetic resin. There shall be a total of ten balls: five red balls and five white balls.
 - (1) The red balls shall be marked in white with the odd numbers '1,' '3,' '5,' '7' and '9.'
 - (2) The white balls shall be marked in red with the even numbers '2,' '4,' '6,' '8' and '10.'
 - (3) The ball number shall be 5cm in height in principle, and be visibly marked in at least two locations on the ball.

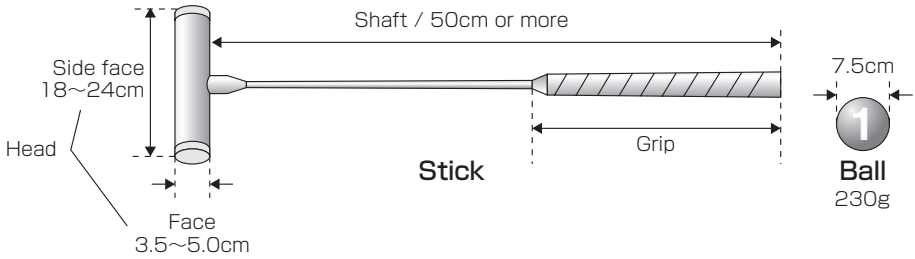


Figure 3, Equipment

Chapter 2. Team

Article 3. Team

Clause 1. Team Structure

1. The team shall consist of five players and up to three substitutes, among whom one shall be designated the captain.
2. Each team may have one manager (non-playing) specific to the team.

Article 4. Manager and Players

Clause 1. Duties of the Manager

1. The manager shall head the team and be responsible for the actions and comments of the team.
2. The manager shall conduct the following:
 - (1) Indicate the substitution of a player (Article 6, Clause 6).
 - (2) Designate a substitute captain.
 - (3) Indicate the absence of a player (Article 6, Clause 7).
3. The manager may question the referee. The questioning, however, must be done at the time the action in question arises. The time used for such questioning will not be counted as referee time (Article 20, Clause 1).
 - (1) Once the question has been addressed by the referee, the manager may not repeat the question.

Clause 2. Duties of the Captain

1. The captain shall represent the players and be responsible for the actions and comments of the team.
 - (1) When the captain is not able to perform his/her responsibilities for emergency reasons, etc., the manager shall designate a substitute captain from among the players, and indicate to the referee.
 - (i) When the manager is not present, the captain shall designate a substitute captain from among the players, and indicate to the referee.
 - (ii) When the manager is not present, and the captain is unable to designate a substitute, one of the players shall be designated and indicated from within.
2. The captain shall conduct the following:
 - (1) Submit a playing order sheet.
 - (2) Choose whether the team leads or follows, or choose the waiting area.
 - (3) Sign the record sheet at the end of the game.
3. When a manager is not present, the captain shall concurrently take on the responsibilities and duties of the manager.
 - (1) The captain may concurrently take on the responsibilities and duties of the manager while observing his/her directions even when the manager is present.

Clause 3. Clothing

1. The starting players, as well as the substitute players who join the game midway to replace the starting players, shall wear the number indicating their playing order (Article 12, Clause 1).
 - (1) The number shall have a height of 10cm or more.
 - (2) The numbers should be able to be easily identified.
 - (3) The number shall be displayed in any of the following ways:
 - (i) on the chest and on the back
 - (ii) on the chest
2. The manager must wear an identification on the upper arm noting that he/she is the manager.
3. The captain must wear an identification on the upper arm noting that he/she is the captain.
4. All players on the same team must wear the same uniform.

5. The manager and players must wear athletic shoes.
6. The players must not have anything on their person that might impede the game.

Clause 4. Basic Conditions to be Observed by the Manager and Players

1. The manager and players shall understand and observe the Official Gateball Game Rules (hereinafter "Game Rules").
2. Those who are involved in the game must accept the decisions of the referee in the spirit of true sportsmanship.
3. The manager and players must treat the other teams, teammates, referees and spectators in the spirit of fair play, and communicate with courtesy.
4. The manager and players must not take action aimed at influencing the decision of the referee or hide a foul made by the team.
5. The manager and players must not take action aimed at extending the game.

Chapter 3. Preparing for the Game

Article 5. Preparing for the Game

Clause 1. Submitting the Playing Order Sheet

1. The captain shall submit a playing order sheet to the referee before the start of the game.
 - (1) The playing order cannot be changed once the playing order sheet has been submitted.

Clause 2. Deciding Who Goes First

1. After the playing order sheets are submitted by the captains of the respective teams, the referee conducts a coin toss to decide which captain has the right to choose whether to be the leading team or the following team.
 - (1) The captain of the team that wins the right to choose whether to be the leading or the following team then chooses whether his/her team will be the leading or following team.

- (2) The captain of the team that did not win the right to choose whether to be the leading or following team then selects the waiting area.

Clause 3. Confirmations and Inspections Before Start of the Game

1. Prior to the start of the game, the manager and players shall undergo a referee inspection confirming the following:
 - (1) Contents of the playing order sheet and the playing order.
 - (2) Equipment and clothing.

Chapter 4. How to Play the Game

Article 6. How to Play the Game

Clause 1. Formality of the Game

1. The game is played between 2 teams with 5 players on each team.
2. Once the game has started, the players play according to the playing order, with the players of the leading team and the following team playing alternately until the end of the game.

Clause 2. Duration of the Game

1. The duration of the game shall be 30 minutes.

Clause 3. Start of the Game

1. The game will start upon the chief referee calling "Play Ball."
2. At the beginning of the game, the starting players will line up in the free zone outside the fourth line, in order, from the first player to the tenth player (Figure 4).

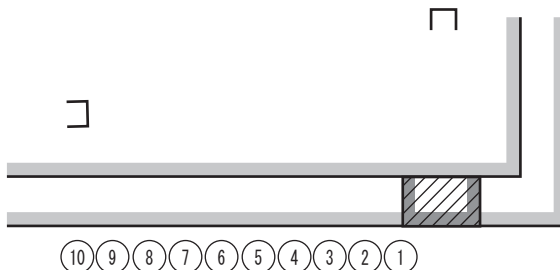


Figure 4, Placement at the start of play

Clause 4. End of the Game

1. The game will end upon the chief referee calling “Game Set.”
2. The game time shall end after 30 minutes from the start of the game. The game shall end when the following takes place:
 - (1) If the game time ends after a player from the leading team has been called to stroke and before the next player from the following team has been called to stroke, the game will end when the rights as a stroker (Article 9, Clause 1) end for the next stroker from the following team.
 - (i) If a previous play by the next stroker from the following team has resulted in an out-ball (Article 17, Clause 2), a finish (Agari) (Article 14, Clause 1), or the player is absent, the game will end when the rights as a stroker end for the stroker from the leading team.
 - (2) If the game time ends after a player from the following team has been called to stroke and before the next player from the leading team has been called to stroke, the game ends when the rights as a stroker end for the stroker from the following team.

Clause 5. Playing Order and the Ball

1. The playing order of the players is from one to ten.
2. Players shall each be given their own ball, the number of which shall correspond to the playing order number.
 - (1) The ball which corresponds to the stroker’s playing order number is referred to as the stroker’s ball.
 - (2) The nine balls other than the stroker’s ball are referred to as the other ball/s.

Clause 6. Substitution of Players

1. The substitution of players refers to when a player is replaced with a substitute.
 - (1) Once the playing order sheet has been submitted, each substitute player on the playing order sheet can only replace a player once.
 - (i) A substitute will assume the playing order of the replaced player.
 - (ii) A player who has been substituted may not rejoin that game.
 - (iii) If the fact that a substitute player has been playing without indicating the substitution was found out before the stroke or foul play of the next stroker has been made, the play shall become ineffective (Article 10, Clause 2).

- (2) The substitution shall be approved as follows:
 - (i) The manager shall indicate a substitution to the recorder.
 - (ii) The recorder confirms the substitution and advises the chief referee of the substitution.
 - (iii) The chief referee approves and announces the substitution.
- (3) The substitution will not be approved in the following cases:
 - (i) If the substitution is indicated after the player who will be substituted has stroked as a stroker but before his/her rights as a stroker have ended.
 - (ii) If the substitute player is not wearing the appropriate playing order number when the player who will be substituted is called to stroke.

Clause 7. Absence of Players

1. Should a player become absent from a team during a game, the following shall apply:
 - (1) This must be immediately reported to the referee by the manager.
 - (2) The playing order of the player who has become absent will be an absent number, and the game will continue without that player.
 - (i) The ball of the absent player shall remain as is in the game.
 - (ii) Any points made by the absent player's ball through the play of the other players shall be valid.

Chapter 5. Winning and Losing

Article 7. Deciding the Winner

Clause 1. Score and Result

1. The score is determined by the following:
 - (1) When a successful pass is made through the first gate, one point is given.
 - (2) When a successful pass is made through the second gate, another point is given, for a total of two points.
 - (3) When a successful pass is made through the third gate, another point is given, for a total of three points.

- (4) Upon successfully finishing, another two points are given, for a total of five points.
2. At the end of the game, the points of each team's players are added, and the team with the greater total points is the winner.

Clause 2. Deciding the Winner When Points are Tied

1. In the case where the two teams are tied with an equal number of points, the details of the points determine the winner, in the following order:
 - (1) The team with more players finishing becomes the winner.
 - (2) If the same number of players finished, the team with more players successfully passing through the third gate becomes the winner.
 - (3) If the same number of players finished, and the same number of players successfully passed through the third gate, the team with more players successfully passing through the second gate becomes the winner.
2. In the case where a winner cannot be determined according to 1 above, tiebreakers are used to determine the winner, in the following order:
 - (1) The players at the end of the game will line up in order from 1 to 10, and will compete in successfully passing through the first gate. The team with more successful passes becomes the winner.
 - (i) If one team mathematically clinches the win at any point, the game ends at that point.
 - (ii) Even if one or more players are absent at the end of the game, these openings cannot be filled.
 - (2) If a winner cannot be determined according to 2 (1) above, the players first and second in the playing order will compete one-on-one in attempting to successfully pass through the first gate. The team with a successful pass becomes the winner. If a winner still cannot be determined, the next two players according to playing order will compete one-on-one in attempting to successfully pass through the first gate. The process continues until a winner can be determined.
 - (i) If a stroker is absent, the other team can win simply by successfully passing through the first gate.
3. If a winner cannot be determined according to 1 above, rather than determining a winner by way of 2 above, the game may be recorded as a tie.

Clause 3. Perfect Game

1. During a game, if either team reaches 25 points, the game will be recorded as a perfect game. The game ends at the following time point, and the winner shall be decided as follows:
 - (1) When the leading team achieves a perfect game as the result of a play by a stroker on the leading team, the game ends when the rights as a stroker end for the next player on the following team.
 - (2) When the following team achieves a perfect game as the result of a play by a stroker on the leading team, the game ends when the rights as a stroker end for that stroker.
 - (3) When the leading team achieves a perfect game as the result of a play by a stroker on the following team, the game ends when the rights as a stroker end for that stroker.
 - (4) When a perfect game is achieved by the following team as the result of a play by a stroker on the following team, the game ends at that moment.
2. If both teams reach 25 points, the winner shall be decided in accordance with Clause 2, 2 above, or the game shall be recorded as a tie in accordance with Clause 2,3 above.

Article 8. Forfeit

Clause 1. Abandonment

1. In the case where any of the following occurs, the game is abandoned.
 - (1) A team announces their intentions to abandon the game.
 - (2) A team has less than five players at the start of the game.
2. If the game is abandoned, the other team wins the game by forfeit.

Clause 2. Non-eligible Participation

1. The following will be regarded as non-eligible participation:
 - (1) If any one other than those listed in the playing order sheet plays in the game.
 - (2) If a player plays with equipment and/or a uniform that does not comply with the requirements of the inspection held before the start of the game.

- (3) If a player who was replaced by a substitute then plays again in the same game.
2. Non-eligible participation by a team will result in the other team winning the game by forfeit.

Chapter 6. The Game

Article 9. Play and Rights as a Stroker

Clause 1. Play and Rights as a Stroker

1. The stroker is the player who has been called to stroke.
 - (1) The stroker can enter the court to play.
2. The rights as a stroker begin and end as follows:
 - (1) The rights as a stroker begin when a player is called to stroke.
 - (2) The rights as a stroker end at the following time points:
 - (i) After the stroke, when the stroker has not gained the right for continuous stroke (Article 12, Clause 3) nor the right to spark (Article 15, Clause 2), and all the balls inside the inner field have stopped making valid moves.
 - (ii) When a stroker carries out a move that constitutes a foul play.
3. A stroker must stroke or spark (Article 16, Clause 1) within ten seconds after the referee starts counting ten seconds.
 - (1) The ten seconds are counted from either of the following:
 - (i) When a stroker is called to stroke next.
 - (ii) When the right for continuous stroke is gained.
 - (iii) When the right to spark is gained.
4. When the rights as a stroker end, the stroker shall promptly exit the court.

Clause 2. Time Over

1. It is a time-over foul if the stroker does not stroke or spark within ten seconds.
2. The following applies in the case of a time-over foul.

- (i) Any balls that move following the time-over foul shall be returned to the positions they were in before moving.
- (ii) If a time-over foul takes place during a start stroking, the stroker's ball shall be placed outside the field.
- (iii) If a time-over foul takes place during a stroker's action on sparking, Article 16, Clause 4 'Sparking Foul 2' shall apply, depending on the situation at the time.

Clause 3. Confirmation by the Stroker

1. A stroker may confirm the following points with the chief referee or assistant referee. The time used for such confirmation by the stroker will not be counted as referee time.
 - (1) Regarding a successful pass through a gate.
 - (i) When the outer edge of a stationary ball is on a gate line, whether or not it will make a successful pass through the gate if it moves towards the back side of the gate to completely cross over the gate line.
 - (ii) Whether or not the outer edge of the other ball set for sparking (Article 16, Clause 1, 2) is on the gate line.
 - (2) Regarding a successful finish.
 - (i) Whether or not a ball which has successfully passed through the third gate is in contact with the goal-pole.
 - (3) Regarding a successful Touch (Article 15, Clause 1).
 - (i) Whether or not the stroker's ball is in contact with the other ball(s) before stroking.
 - (ii) Which ball the Touch was successfully made with.
 - (4) Regarding a contact situation following a successful Touch between the stroker's ball and the touched other ball(s) and a contact situation between the touched ball(s) and other ball(s).
 - (i) Whether or not there is a contact situation between the stroker's ball and touched other ball(s) after a Touch.
 - (ii) Whether or not there is a contact situation between the touched ball(s) and other ball(s) after a Touch.

Article 10. Effective Plays and Ineffective Plays

Clause 1. Effective Plays

1. Effective plays refer to the following:
 - (1) Proper plays
 - (i) Proper plays refer to the following plays and actions:
 - a. A proper stroking by a stroker and his/her actions taken leading up to his/her play.
 - b. A proper sparring by a stroker and his/her actions taken leading up to his/her play.
 - (2) Foul plays
 - (i) Foul plays refer to plays made by a stroker that result in a foul.

Clause 2. Ineffective Plays

1. Ineffective plays refer to the following plays and actions:
 - (1) Plays made by a stroker during referee time.
 - (2) Actions of a person other than the stroker.

Article 11. Movement of the Ball

Clause 1. Valid Moves

1. Aside from invalid moves, all movements of balls as a result of a proper play by a stroker shall be valid.

Clause 2. Invalid Moves

1. The following moves shall all be regarded as invalid moves, and balls moved shall be returned to their positions before the move:
 - (1) The movement of a ball following a foul play.
 - (2) The movement of a ball following an ineffective play.
 - (3) The movement of other ball(s) made by the ball which has not yet passed through the first gate.
 - (4) The movement of a ball in contact with a gate or the goal-pole as a result of stroking an out-ball.
 - (5) The movement of an out-ball that does not end up within the inner field.

- (6) Moving a ball that has finished, and other ball(s) moved as a result of this move.
- (7) The movement of a ball as a result of the stroker's body coming in contact with a gate or the goal-pole.
- (8) The movement of a ball as a result of a sparked other ball hitting another ball that was temporarily moved by the stroker.
- (9) The following movement of the stroker's ball or other ball during a stroker's action on sparking while the play is recognized as a proper play:
 - (i) When the stroker's ball stops in contact with another touched ball, and the stroker's ball moves as the result of the stroker picking up the touched ball as part of a stroker's action on sparking.
 - (ii) When a touched ball comes into contact with yet another ball and stops, and that other ball moves as the result of the stroker picking up the touched ball as part of a stroker's action on sparking.
 - (iii) When the stroker's ball stops in contact with several touched balls, and the stroker's ball or one of the touched balls are moved as the result of the stroker picking up another touched ball in order to temporarily move that ball.
 - (iv) When, during an action on sparking, the stroker drops a touched other ball that he/she picked up, and that ball touches a gate or goal-pole, as a result of which the stroker's ball or another ball, which is in contact with that gate or goal-pole, is indirectly moved.
 - (v) When the stroker's ball and a touched other ball stop in contact with a gate or the goal-pole and, during an action on sparking, the stroker picks up the touched other ball to indirectly move his/her ball.
 - (vi) When a touched other ball stops in contact with a gate or goal-pole with which another ball is also in contact, and the stroker picks up that touched ball during an action on sparking, resulting in the other ball in contact with the gate or goal-pole to be indirectly moved.
 - (vii) If, when resetting the balls, the stroker's ball is moved as a result of the stroker picking up the set other ball while he/she is not stepping on his/her ball.
- (10) Other than (1) through (9) above, the following moves that the referee designates as an invalid move:

- (i) When a ball has gone to the outer field, the ball hits another ball which has already been placed as an out-ball and causes this ball to move.
 - (ii) When a ball is moved indirectly by hitting soil or grass with the stick.
 - (iii) When a ball in contact with a gate or the goal-pole is moved indirectly as a result of the stick coming in contact with the gate or the goal-pole.
 - (iv) When the uniform, number or any of a stroker's belongings (including glove, cap, hat, glasses and the captain's identification) touches a ball.
 - (v) When a stationary ball moves as the result of weather conditions, or as the result of the way the gate, the goal-pole, the inside line, or the lines forming the start area have been set.
2. When a ball(s) move(s) as the result of an invalid move, that ball(s) shall be returned to its position before the move except for the ball(s) making the valid move.
- (1) If a ball making an invalid move touches a ball making a valid move, then the ball making the valid move shall remain in the position at which it stopped following that move.

Article 12. Stroking

Clause 1. Stroking

1. Stroking refers to the act of a stroker stroking his/her own ball with the face of the stick.
- (1) The stroker cannot refuse his/her own turn to stroke.

Clause 2. Start Stroking

1. The start stroking refers to the act of a stroker placing his/her own ball which has not made a successful pass through the first gate with his/her hand in the start area and stroking it.
- (1) The stroker can use his/her hand to reposition his/her ball which has been once placed in the start area.
 - (2) A stroker may ask the referee to have a ball temporarily moved if it is obstructing the path to complete a pass through the first gate.

- (3) A player who was not able to make a successful pass through the first gate again carries out a start stroking at his/her next turn to stroke.

Clause 3. Gaining the Right for Continuous Stroke

1. The right for continuous stroke is gained in the following cases where all the balls inside the inner field stop:
 - (1) When the stroker's ball makes a successful pass through a gate and stops as an in-ball (Article 17, Clause 1), the stroker can stroke his/her ball once more. The number of continuous strokes gained by making one or more successful passes through one or more gates is limited to one.
 - (2) When a Spark is made successfully, the stroker can stroke his/her ball once more. The number of continuous strokes gained by making one or more successful Sparks is limited to one.
 - (3) When a successful pass through a gate and a successful Touch are made with the same stroke, the stroker can stroke his/her ball two times more after making a successful Spark.

Clause 4. Stroking Foul

1. Any of the following actions by a stroker is a stroking foul:
 - (1) Stroking by pushing (when the face of the stick pushes the stroker's ball forward while keeping the stick face in contact with the ball).
 - (2) When a ball is stroked twice (when the stick face touches the stroker's ball twice or more during the same swing).
 - (3) When the stroker's ball is stroked with a part of the stick other than the stick face.
 - (4) When the stroker kicks his/her stick to stroke his/her ball.
 - (5) When the stroker's ball is stroked by using the hand to hit the stick.
 - (6) When the stroker's ball is stroked while the hand is in contact with the head of the stick.
 - (7) After a Touch but before the right to spark is gained, when stroking the stroker's ball which remains still.
 - (8) Following a successful Spark, when stroking the stroker's ball before all the balls inside the inner field come to a stop.
 - (9) If the stick comes into contact with another stationary ball.
 - (10) If, during the start stroking, the stroker's ball is placed in the field but outside the start area.

- (11) When stroking the stroker's ball without sparking although the right to spark is gained.
 - (12) Following a successful Spark, when stroking the stroker's ball before all the stroker's actions on sparking are completed.
 - (13) If the stick comes into contact with another ball that is moving.
 - (14) If the stroker's stick comes into contact with his/her ball that is moving (excluding when a ball is stroked twice).
2. The following shall apply in the case of a stroking foul depending on the situation at the time:
- (1) If 1 (1) to (10) of this clause applies:
 - (i) A ball that is moved as the result of a stroking foul shall be returned to the position it was in before it moved.
 - (ii) If a foul takes place during a start stroking, the stroker's ball is placed outside the field.
 - (2) If 1 (11) to (12) of this clause applies:
 - (i) A ball that is moved as the result of a stroking foul shall be returned to the position it was in before it moved.
 - (ii) The stroker's ball becomes an out-ball (Article 17, Clause 2, 2-(2)) from the position it was in when it was stroked.
 - (3) If 1 (13) of this clause applies:
 - (i) A ball that is moved as the result of a stroking foul shall be returned to the position it was in before it moved.
 - (ii) The other ball that has moved as the result of a stroking foul shall be returned to the position it was in when it came into contact with the stick.
 - (iii) The stroker's ball becomes an out-ball from the position it was in when it stopped.
 - (4) If 1 (14) of this clause applies:
 - (i) A ball that is moved as the result of a stroking foul shall be returned to the position it was in before it moved.
 - (ii) A stroker's ball shall become an out-ball from the position it was in when the stick came into contact with the ball.
 - (5) If a stroking foul takes place during a stroker's action on sparking, Article 16, Clause 4 'Sparking Foul 2' shall apply, depending on the situation at the time.

Article 13. Passing the Gate (Gate Tsuka)

Clause 1. Successful Pass Through a Gate

1. A successful pass through a gate, or “Gate Tsuka,” takes place when the ball moves in the direction from the front side to the back side, through the first, second and third gates, in that order, to completely cross over the gate line for the first time (Figures 1 and 2).
 - (1) A pass through the first gate is successful if the stroker’s ball completely passes over the gate line of the first gate with the start stroke.
 - (i) If a pass through the first gate has not been made successfully, the stroker’s ball is removed from the field.
 - (2) The following balls have not made a successful pass through the second and third gates yet.
 - (i) A ball which moves from the back side to the front side of a gate and stops with its outer edge on the gate line.
 - (ii) A ball with its outer edge is on the gate line as a result of stroking an out-ball.
 - (iii) A ball which has been a set other ball in a Spark and which is placed in a position where its outer edge is on the gate line as the result of a sparking foul which has occurred after setting the balls but before making a successful Spark.
 - (iv) A ball which is set to spark so that its outer edge is on the gate line.
 - (v) A ball which passes through a gate as a result of stroking an out-ball.

Article 14. Finishing (Agari)

Clause 1. A Successful Finish

1. A successful finish, or “Agari,” occurs when an in-ball that has already successfully passed through the third gate hits the goal-pole.
 - (1) A successful finish of a touched other ball as the result of a Spark requires that this other ball is set up so that it is not in contact with the goal-pole.
 - (2) If a ball that has successfully passed the third gate is in contact with the goal-pole, the ball will be recognized as having successfully finished in the following moves:

- (i) If the stroker whose own ball is in contact with the goal-pole strokes that ball.
 - (ii) If an in-ball makes a valid move to come in contact with the ball that is in contact with the goal-pole.
2. A ball that has successfully finished shall be removed from the field.

Article 15. Touch

Clause 1. A Successful Touch

1. A Touch occurs when the stroker's ball that is an in-ball is stroked and moves to touch another ball.
- (1) If the stroker's ball is already in contact with another ball, a successful Touch can be made just by stroking the stroker's ball.
 - (2) If the stroker's ball touches another ball before successfully passing through the first gate, it is not regarded as a successful Touch.

Clause 2. Gaining the Right to Spark

1. The stroker gains the right to spark when a successful Touch is made, both the stroker's ball and the touched ball stop as in-balls, and all the other balls in the inner field stop.
- (1) If the stroker gains the right to spark a number of other balls, regardless of the order the balls were touched, all other balls can be sparked.

Clause 3. Priorities on Sparking

1. If a stroker gains both the right for continuous stroke and the right to spark, the stroker must spark first.

Clause 4. Touching the Same Ball Twice

1. It is a "touching the same ball twice" foul if, during his/her continuous stroke, the stroker makes a Touch with a ball which he/she has already sparked.
2. Touching the same ball twice shall result in the following.
- (i) A ball that has moved as the result of being touched a second time is returned to the position it was in before it moved.
 - (ii) The stroker's ball becomes an out-ball from the position it was in when it touched twice.

Article 16. Spark

Clause 1. Spark

1. Sparking is when, after setting the balls, the stroker moves another ball by causing impact to the his/her own ball.
 - (1) The stroker cannot refuse to spark.
2. Setting the balls refers to stepping on the stroker's own ball where the ball has stopped, and placing a touched ball inside the inner field so that it is in contact with the stroker's ball.
 - (1) While setting the balls, even if the touched other ball is not in contact with the stroker's ball and there is a space between the two balls but it is still possible to carry out a valid Spark, it shall be deemed that the balls are set.
 - (2) If the player steps on his/her ball and the touched other ball at the same time, the balls are set at the point that they were stepped on.
3. All movements made by the sparked ball are valid except for invalid moves.

Clause 2. Stroker's Actions on Sparking

1. Stroker's actions on sparking refers to all actions after the point at which all the balls inside the inner field come to a stop following a successful Touch, to the point when the stroker steps off his/her own ball following a successful Spark. The stroker's actions on sparking are as follows:
 - (1) The order of the stroker's actions on sparking is as follows:
 - (i) The stroker picks up the touched ball and steps on his/her ball to secure it.
 - (ii) The ball is set.
 - (iii) The stroker removes his/her hand from the set other ball.
 - (iv) The stroker hits his/her ball to move the other ball.
 - (v) The stroker removes his/her foot from the his/her ball.
2. The following stroker's actions on sparking are proper plays:
 - (1) Picking up another ball that was touched after stepping on one's own ball.
 - (2) Replacing or twisting one's own foot while having stepped on the one's own ball.
 - (3) Touching one's own ball while setting.

- (4) Resetting the ball.
- (5) The stroker strokes his/her foot at the same time he/she strokes the ball.
- (6) The stroker's ball moves underneath his/her foot.
 - (i) When the stroker's ball moves underneath his/her foot, and if this movement affects a play such as passing a gate, finishing, or making a Touch, the referee shall place the stroker's ball back in its original position.
3. After touching a number of balls, if the stroker's ball is in contact with a number of balls that it touched, the stroker shall, in the following order, temporarily move the balls that will be sparked second and thereafter.
 - (1) If touching two other balls, pick up and temporarily move the ball to be sparked second to a location that will not impede the game.
 - (2) If touching three other balls, pick up and temporarily move the balls one at a time to a location that will not impede the game. Picking up both balls at the same time is also allowed.

Clause 3. Completions of Sparking

1. A successful Spark refers to the following:
 - (1) When the outer edge of the other sparked ball is 10cm or more away from the outer edge of the stroker's ball.
 - (2) When the other sparked ball successfully finishes.
 - (3) When the other sparked ball becomes an out-ball.

Clause 4. Sparking Foul

1. Any of the following plays by a stroker will be regarded as a sparking foul.
 - (1) After picking up a touched ball, and before the Spark, the stroker's ball or another ball is directly moved by the touched ball.
 - (2) If the stroker's ball moves away from under the stroker's foot.
 - (3) If the stroker hits his/her ball without moving the hand from the set other ball.
 - (4) If the stroker hits only the foot.
 - (5) If, following a Spark, the outer edge of the sparked other ball stops without moving at least 10cm away from the outer edge of the stroker's ball, and the sparked other ball and the stroker's ball stop as in-balls.
 - (6) Following a successful Spark, if the other sparked ball hits a gate or the goal-pole and returns to stop in contact with the stroker's ball as an in-ball.

- (7) If, after touching several balls and picking up the first touched other ball, the order of the Spark is changed.
 - (8) If the stroker comes into contact with several touched other balls simultaneously, other than when the stroker's ball stops in contact with 3 or more touched other balls, and the balls to be sparked after the first touched ball are temporarily moved.
 - (9) If the stroker's own ball is in contact with the touched other ball and the stroker comes into contact with yet another touched other ball.
 - (10) If the stroker hits his/her ball with the touched other ball placed in the outer field.
2. The following shall apply to a sparking foul, depending on the situation at the time, except for the other successfully sparked ball:
 - (1) If a sparking foul occurs after all the in-balls have stopped moving, and before they are set.
 - (i) A ball that has moved as the result of a sparking foul is returned to the position it was in before it moved.
 - (ii) The touched other ball is returned to the position where it stopped after the Touch.
 - (iii) The stroker's ball becomes an out-ball from the position where it stopped after the Touch.
 - (2) If a sparking foul takes place after the balls are set and before a successful Spark.
 - (i) A ball that has moved as the result of a sparking foul is returned to the position it was in before it moved.
 - (ii) The set other ball shall be in the position where it was when it was set.
 - (iii) The stroker's ball becomes an out-ball from the position where it stopped after the Touch.
 - (3) If a sparking foul takes place after a successful Spark, and before the foot is moved away from the stroker's ball:
 - (i) A ball that has moved as the result of a sparking foul is returned to the position it was in before it moved.
 - (ii) The stroker's ball becomes an out-ball from the position where it stopped after the Touch.

- (4) Following a successful Spark, if the sparked ball hits a gate or the goal-pole and returns to stop in contact with the stroker's ball as in-balls:
 - (i) The sparked ball shall be placed where it stopped in contact with the stroker's ball after the Spark.
 - (ii) The stroker's ball becomes an out-ball from the position it stopped in contact with the sparked ball after the Spark.
- (5) If the stroker hits his/her ball with the touched other ball placed in the outer field.
 - (i) A ball that has moved as the result of a sparking foul is returned to the position it was in before it moved.
 - (ii) The touched other ball is returned to the position where it stopped after the Touch.
 - (iii) The stroker's ball becomes an out-ball from the position where it stopped after the Touch.

Article 17. In-ball and Out-ball

Clause 1. In-ball

1. An in-ball refers to a ball successfully passing through the first gate, and remaining within the inner field.
2. An out-ball becomes an in-ball when it stops inside the inner field as the result of the stroker's stroke.

Clause 2. Out-ball

1. An out-ball refers to the following balls which have successfully passed through the first gate and are in the outer field:
 - (1) A ball which is placed in the outer field for a proper play as follows:
 - (i) A ball which goes to the outer field after successfully passing through the first gate as a result of a start stroking.
 - (ii) A ball which goes to the outer field as a result of stroking an in-ball or by sparking.
 - (iii) A ball which goes to the outer field again as a result of stroking an out-ball.
 - (iv) A ball which does not go into the inner field by stroking an out-ball.
 - (2) A ball which is placed in the outer field for a foul.

2. An out-ball shall be positioned as follows:
 - (1) An out-ball resulting from a proper play shall be positioned as follows:
 - (i) In the case of 1. (1) (i) (ii) or (iii) of this clause, the ball shall be placed at the point created by drawing a vertical line from the point where the ball passed the inside line towards the outer field, with the outer edge of the stroker's ball 10cm away from the inside line.
 - (ii) In the case of 1. (1) (iv) of this clause, the ball shall be placed where it was before it moved.
 - (2) An out-ball resulting from a foul shall be positioned, according to the rule related to the foul, at the point beyond the inside line closest to where the foul took place or where the stroker's ball stopped, with the outer edge of the stroker's ball 10cm away from the inside line towards the outside line.
3. A stroker may ask the referee to temporarily remove an out-ball if the stroker feels the ball will obstruct play.

Clause 3. Stroking an Out-ball

1. An out-ball shall be stroked from the designated position it has been placed.

Clause 4. Out-ball Stroking Foul

1. If the stroker strokes an out-ball, and it hits a ball on the field other than a ball which has made an invalid move, it will be regarded as an out-ball stroking foul.
2. The following shall apply in the case of an out-ball stroking foul.
 - (i) A ball that has moved as the result of an out-ball foul is returned to the position it was in before it moved.
 - (ii) The stroker's ball becomes an out-ball from the position where the out-ball stroking foul took place.

Article 18. Ball Touch Foul

Clause 1. Ball Touch Foul

1. Should a stroker touch a ball placed within the field for any other reason than permitted by the Game Rules, it shall be regarded as a ball touch foul.

2. The following applies in the case of a ball touch foul, depending on the situation at the time:
 - (1) If a stroker comes into contact with a stationary ball:
 - (i) A ball that has moved as the result of a ball touch foul shall be returned to the position it was in before it moved.
 - (2) If the stroker touches a ball other than his/her ball while it was moving:
 - (i) A ball that has moved as the result of a ball touch foul shall be returned to the position it was in before it moved.
 - (ii) The other ball involved in the ball touch foul shall be returned to the position it was in when touched.
 - (iii) The stroker's ball becomes an out-ball from the position it stopped in.
 - (3) If the stroker touches his/her own ball while it was moving:
 - (i) A ball that has moved as the result of a ball touch foul shall be returned to the position it was in before it moved.
 - (ii) The stroker's ball becomes an out-ball from the position it was in when touched.
 - (4) If a ball touch foul occurs during the stroker's actions on sparking, the process outlined in Article 16, Clause 4 'Sparking Foul 2' on sparking foul shall be followed, depending on the situation at the time.

Article 19. Play Interference

Clause 1. Play Interference

1. The following will be regarded as play interference:
 - (1) When a manager or player does not comply with the essential rules governing the manager and player as prescribed in Article 4, Clause 4, and, even though the referee gives warnings, a member of the same team does not follow the instructions of the referee.
 - (2) When the referee determines that a manager or player is interfering with the game.
2. When play interference occurs, the following steps will be taken, depending on the situation at the time, to ensure the interference does not benefit the team which has committed the play interference:

- (1) Take away the rights as a stroker from the stroker.
- (2) Relevant ball(s) becomes an out-ball.
- (3) Disallow successful passes through gates and finishes.
- (4) Eject a manager or player from the game.
 - (i) The ball of a player who has been ejected will be removed from the court.
 - (ii) The number of the player who has been ejected will be an absent number.
 - (iii) Points of the player who has been ejected obtained prior to the ejection shall be valid.
- (5) Declare the team disqualified.

Article 20. Referee Time

Clause 1. Referee Time

1. Referee time refers to the time required, during the game, for the action that has been approved by the referee.
2. Referee time is not included in the 10 second count, but included in the game time.

Article 21. Exchange of Equipment

Clause 1. Exchanging the Stick

1. A stroker may exchange the stick upon informing the referee.
 - (1) A stroker may only bring one stick into the field.
 - (2) The sticks that can be exchanged are limited to sticks that have already been inspected before starting the game.

Clause 2. Exchanging the Ball

1. If any defect is found in a ball, the referee shall swiftly exchange it.

Article 22. Interruption of the Game

Clause 1. Interruption of the Game

1. If the game cannot continue because of a sudden change in the weather or an emergency, the game shall be temporarily interrupted.
 - (1) When the game is interrupted, balls shall be left as they are.
2. After the game is interrupted, the following shall apply, depending on the situation at the time:
 - (1) When it becomes possible to play the game, it shall continue from where the game was when it was interrupted.
 - (2) If a game is interrupted before 20 minutes has passed since the game commenced and it is impossible to continue to play the game, this shall result in the game being postponed, and that game is played once again, from the beginning.
 - (3) If a game is interrupted after 20 minutes has passed since the game commenced and it is impossible to continue to play the game, the game shall end as a called game, and the points at the time of the interruption of the game shall be effective.

Chapter 7. Referees

Article 23. Referees

Clause 1. Referees

1. The referees comprise the following:
 - (1) One chief referee
 - (2) One assistant referee
 - (3) One recorder
 - (4) A linesman, should it be deemed necessary

Clause 2. Rights of the Chief Referee

1. The chief referee shall lead the game in accordance to the Game Rules.
2. The chief referee shall have the right to make decisions to problems arising during the game that are not included in the Game Rules.

Clause 3. Duties of the Chief Referee

1. Toss the coin and confirm the leading and following teams.
2. Announce “Play Ball” and “Game Set.”
3. Announce the playing order.
4. Approve and announce any player substitution.
5. Announce “Time” when a game is interrupted, as well as announce the restart of the game.
6. Implement appropriate measures against play interference.
7. Disqualify the game.
8. Confirm the record game results following the game.
9. Decide the winner (receive signatures from the captains of the both teams).

Clause 4. Duties of the Chief Referee and Assistant Referee

1. Inspect the ground.
2. Confirm the details on the playing order form and playing order.
3. Inspect the equipment and uniforms.
4. Decide and announce successful passes through gates and successful finishes.
5. Decide and announce successful Touches.
6. Decide and announce out-balls. Place the balls in an appropriate position.
7. Decide and announce fouls. Implement appropriate measures.
8. Give warnings to a manager or player who does not comply with the essential rules governing the manager and players.
9. Respond to questions on the game.
10. Respond to confirmations by a stroker.
11. Temporarily move balls.
12. Respond to invalid movements of a ball.
13. Determine play interference.

Clause 5. Duties of the Assistant Referee

1. Jointly assume the duties stated above with the chief referee.
2. Assist the chief referee, and, should the chief referee be unable to continue his/her responsibilities, take on the responsibilities of the chief referee.

Clause 6. Duties of the Recorder

1. Inspect the ground.
2. Record the necessary items on the record sheet.
3. Confirm and then call out successful passes through gates and successful finishes.
4. Provide answers to items that the chief referee or assistant referee may need to confirm.
5. Assist and advise the chief referee and assistant referee in their decisions, announcement, and implementation of measures.
6. Confirm a player substitute and advise the chief referee.
7. Keep time during the game.
8. Announce the time segments during a game (15 minutes left, 10 minutes left, 5 minutes left, time up).
9. Decide and announce out-balls. Place the balls in an appropriate position.
10. Give warnings to a manager or player who does not comply with the essential rules governing the manager and players.

Clause 7. Duties of the Linesman

1. Inspect the ground.
2. Assist and advise the chief referee and assistant referee in their decisions, announcement, and implementation of measures.
3. Decide and announce out-balls. Place the balls in an appropriate position.
4. Give warnings to a manager or player who does not comply with the essential rules governing the manager and players.



World Gateball Union
Guide for Referees

〔 I 〕 The Role of the Referee

The referee must ensure that the game is played in accordance with the rules from start to finish. He or she must also remain impartial at all times and make decisions and announcements regarding a player (stroker) based on the game rules. In the event of a violation, the referee must accurately deal with that violation and ensure that the game is fairly and quickly played out.

Although teams aim to win, winning is irrelevant to the referee, whose primary aim is to make decisions regarding moves that contravene the rules and ensure that the game proceeds and concludes without delay. But at the same time, he or she must also convey, to the team, how amazing gateball is when the rules are followed, remaining fair and smoothly making judgements to maximize both the player's skills and their focus and level of concentration during the game.

1. Referees and the game rules

The game of gateball is underpinned by the game rules. Anyone involved in the game must have a thorough understanding of, respect for, and willingness to comply with, the game rules. Following the rules represents a commitment to the game, and it is the referee who decides whether players are playing in accordance with those rules. Therefore, the referee is required to not only have a thorough knowledge and understanding of the rules, but also to ensure that all referee operations reflect these rules. However, even though a referee may recognize the importance of the game rules and deepen his/her understanding of each rule, a referee cannot do his or her job without knowing how to apply the rules. This is why the referee must have knowledge of the gestures outlined in the Guide for Referees, be able to make swift decisions, and immediately take the correct action.

2. What referees should be mindful of

(1) Making the correct decision

After a match, spectators will often discuss what took place during the match, such as *“how well Player XX on Team XXX played,”* or *“whether XX’s ball should have been stroked in a direction to Gate XX.”* Any mention of the referee in such discussions would often be in a negative context. Often the conversations point to a refereeing error, such as *“The ball should have been made an out-ball after Number XX’s foul, but the referee ruled that it should be returned to the position it stopped in after the Touch,”* while at other times people may even say that a team lost because of a referee. The referee should always ensure that game is conducted smoothly and in a way that is acceptable to the players of both teams and the spectators, and that the game is played out in a way that the presence of the referee at the game is barely noticed.

(2) Remaining calm

It is important that the referee always remains calm, as it is difficult to make fair and impartial decisions when one loses control. For example, the bigger the match, such as the final game of a national championship, the greater the number of spectators and the greater the possibility of live TV coverage. Naturally, this leads to higher levels of nervousness and tension among the players. This in turn results in more pressure on the referee and consequently a greater possibility of losing one’s composure.

If the referee can remain calm regardless of the situation, then that referee can carry out his/her role without making any major errors. However, even referees can’t always remain totally unaffected in all situations. All one can do is become accustomed to these pressures. The more experience you gain refereeing large games, the more adept you will become at remaining calm in any situation.

(3) Building a relationship of trust with the players

The referee must not forget that the players are central to the game. The referee must also control each match to ensure that each player can maximize his or her skills. In order to do this, it is important that

the referee establish a relationship of trust with the players. This can be done by communicating with players in a relaxed atmosphere at the ceremony before the start of the game. Exchanging a few words with players is effective, but it is best to avoid long conversations as these may lead to misunderstanding. In addition, the decision-making should be consistent throughout the game. Avoid situations in which others don't understand why a decision was made. If, despite this, a wrong decision is made, or there is an example of a move that makes a decision difficult, the referee should not make a decision that is ambiguous. Instead, the referee should consult with the assistant-referee (or chief referee) and recorder and make a decision based on their advice. If a mistake becomes apparent and a decision is amended, this shouldn't result in an issue as long as both teams accept the final decision (although this will depend on the situation). However, a referee insisting that his/her wrong decision is correct will only confuse the players, will prevent a relationship of trust being built, and worse still, the players will not trust that referee. And if an issue arises during a game and the referee cautions a player in an intimidating manner, that player is likely to become even more agitated, resulting in a breakdown in the relationship of trust between the referee and that player. Obviously even a referee can become a bit agitated at times. Also, at times the referee needs to be authoritative. A referee, however, should always be mindful of the importance of maintaining a sense of composure at all times. A relationship of trust will be automatically established if the referee maintains a sense of calm and composure, is uncompromising, and is polite when addressing with players.

3. In order to improve refereeing skills

(1) Learn from outstanding referees

It is recommended that referees observe outstanding referees, and identify what makes them outstanding. Also discuss, with other referees, a referee's movements, decisions and announcements, and gestures, identifying the positive aspects and applying these to your own refereeing. Strive to incorporate, on an ongoing basis, the positive aspects of other referees into your own refereeing skills.

(2) Build your experience as a referee

Refereeing at as many matches as possible is the best way to improve your refereeing skills. Also important is to always reflect back on a match. If the referee experienced a situation for the first time in that match, he/she should recall the situation and identify whether it was addressed quickly. Reflection is the key to progress and improvement. The referee must avoid getting upset with his/her first-time experience of a violation of the rules. Even if a certain move or play makes decision-making difficult, if that referee has extensive refereeing experience, then that referee can refer to this experience to make a decision. Acquiring extensive knowledge and experience by refereeing at various games is essential to improving a referee's skills.

4. In order to be an even better referee**(1) Things to be mindful of on a daily basis**

A referee should always be mindful of maintaining a physical and emotional balance in order to carry out his/her duties completely and accurately. The referee should also ensure that he/she is in the best condition in order to be able to carry out his/her refereeing skills to the best of his/her ability. Qualities demanded of a referee are focus and decision-making skills, so regular exercise like walking, jogging or stretching is recommended. Referees should also practice the referee gestures in front of a mirror, and also to initiate refereeing even during practice matches. If, for some reason the referee doesn't feel well, then he/she shouldn't accept the role of refereeing at a match; after considering the environment or season, he or she should politely decline the refereeing request. This is because even though a player can be replaced mid-game, once a referee accepts his/her role, he/she is obliged to carry out that role to the conclusion of the game.

(2) Things to be mindful of the day before a match or tournament

The referee should get plenty of rest and have a good night's sleep to ensure that he/she is in the best physical and mental condition to carry out his/her role. The referee must avoid over-indulging in alcohol, for example, which will have a negative physical or mental effect, and consequently affect his/her decision-making skills. The referee

must also confirm when the game is being played, the meeting point, and, if possible, the games that the referee will be refereeing at. The referee uniform and shoes (and if staying overnight at a venue, change of clothing and toiletries) should be prepared. Not to be forgotten is the Official Gateball Rules and Guide for Referees booklet. Although it is difficult to predict what will take place during an actual game, it is important that the referee doesn't use intuition and instead always has the Official Gateball Rules and Guide for Referees ready in order to make the correct decision. Once everything has been prepared, the referee can now relax. If anything comes to mind, then the Official Gateball Rules and Guide for Referees can be referred to. It is also recommended that the referee confirm what should be done in the event of a possible issue during the game, by once again referring to this document.

(3) Things to be mindful of on the day of the match or tournament

(i) Warming up

The referee will often be more active on the ground than the players. It is important, on the day and at the venue to improve one's flexibility by doing stretches or other types of light warm-up exercise.

(ii) Meetings among the referees

Short pre-game meetings are sufficient for referees who frequently work together. However, it is important to have longer a pre-game meeting for referees who will be working together for the first time. There needs to be a sufficient level of communication between the Chief Referee, Assistant Referee and Recorder because teamwork among the referees is extremely important. Decisions will not be made quickly without a sufficient level of communication, resulting in the possibility of an over-use of referee time or decision errors. Establishing teamwork among referees through a pre-match meeting, on the day, is an important element of good refereeing. It is important to deepen mutual understanding, particularly in reference to "Basic Interaction between the Chief Referee and the Assistant Referee," "The Recorder's Advice to the Chief Referee and the Assistant Referee," "Responding to the Chief Referee and Assistant Referee's Confirmations" and "Agreed Matters during a Competition."

(iii) Post-tournament (game) reflection

Once a game has concluded, the score has been confirmed and the winner announced, the referee will experience a sense of satisfaction and fulfilment when the captains of both teams sign the record sheet. What must not be forgotten, however, is for the referee to have a discussion with the other referees involved in the match about the refereeing operations, and if necessary, evaluate the decisions that were made. If the match was seen by the Chairman of the Referee Association or other referee colleagues, then the referee should actively seek their feedback and advice. Those who are in the position of giving advice should not only point out any errors or areas for improvement, but to also praise what was carried out well, and ensure that the advice given is about improving refereeing in future games. Each referee should listen to this advice calmly and with a spirit of constructive self-criticism, and be proactive in absorbing this knowledge and information. Doing so will prove invaluable in improving your refereeing skills.

[II] The Referee's Uniform and Essentials

1. The Referee's Uniform and Essentials

- (1) The referee's uniform.
 - 1) A referee uniform approved by the World Gateball Union or one of its member organizations should be worn by the chief referee, assistant referee, recorder and linesman.
 - 2) No one other than the referee appointed for the match shall wear the referee uniform.
- (2) Referee shoes.
 - (i) Athletic shoes (white shoes preferable).
- (3) Referee's essentials.
 - 1) Chief referee.
 - (i) Chief referee's armband.
 - (ii) Coin for the coin toss.
 - (iii) Marker.
 - a. A tool to mark the position of a ball that has temporarily moved.
 - (iv) Measuring tool (7.5cm × 10cm).
 - a. A tool for making an accurate decision on temporarily moving a ball that could obstruct a pass through the first gate, or for making an accurate decision on a Spark.
 - 2) Assistant referee.
 - (i) Assistant referee armband.
 - (ii) Marker.
 - (iii) Measuring tool (7.5cm × 10cm).
 - 3) Recorder.
 - (i) Recorder armband.
 - (ii) Record sheet (binder) and pen.
 - (iii) Marker.
 - (iv) Measuring tool (7.5cm × 10cm).
 - (v) Watch (stopwatch).
 - 4) Linesman.
 - (i) Linesman armband.
 - (ii) Marker.
 - (iii) Measuring tool (7.5cm × 10cm).

〔Ⅲ〕 Basic Progress of the Game

1. Preparing for the Game (Article 5 of the Rules)

- (1) Inspecting the ground.
 - 1) The referee inspects the ground (Article 1 of the Rules).
- (2) Receiving and confirming the playing order sheet.
 - 1) The referee receives the playing order sheets from the captain of each team.
 - 2) The chief referee and the assistant referee confirm the details on the playing order sheets and then hands them to the recorder.

Sample Playing Order Sheet

– Details to be entered

- The name of the team.
- The names of the manager, the players, and the substitute players.
- The captain's playing order number is circled (if the captain is a substitute player, then "Substitute 1" is circled).

オーダー表 <small>PLAYING ORDER SHEET</small>	
チーム名 TEAM	
打順 PLAYING ORDER	No.
競技者名 PLAYERS NAME	
1 2	
3 4	
5 6	
7 8	
9 10	
交代1 ALT1	
交代2 ALT2	
交代3 ALT3	
監督 MANAGER	

Figure 1, Playing Order Sheet

- (3) Deciding who goes first (Article 5, Clause 2 of the Rules).
 - 1) The leading team and the following team are decided by a coin toss conducted by the chief referee as follows.

- (i) The chief referee conveys, to the captains of both teams, which side of the coin (which pattern) represents heads, and which represents tails.
 - (ii) The chief referee chooses which team represents heads and which team represents tails, notifying this to the captains of both teams.
 - (iii) The chief referee tosses the coin.
 - (iv) The chief referee confirms which side of the coin is facing up, to announce which team has won the right to choose to lead or to follow.
 - (v) With a coin toss, the chief referee gets the captain of the team that won the right to choose to lead or follow to choose whether his/her team is the leading team or the following team.
 - (vi) The captain of the team losing the right to choose to lead or follow with a coin toss chooses the waiting area (Article 1, Clause 2.2 of the Rules).
- 2) Once the leading team and the following team have been decided, the recorder enters the playing order on the record sheet.
- (i) The recorder exchanges the playing order sheet of both teams, and hands the record sheet to the assistant referee.
- (4) Confirmations and inspections before the start of the game (Article 5, Clause 3 of the Rules).
- 1) A referee confirms and inspects the following before the start of the game.
 - (i) The chief referee calls out “Line up in your designated positions.”
 - (ii) A referee ensures that the manager and players of both teams line up.
 - (iii) The chief referee calls out “We shall now confirm the stroking order and inspect the players’ equipment and clothing.”
 - (iv) The chief referee first inspects the following team’s equipment and uniform.
 - a. Checks that the stick meets the standards set by the Rules.
 - b. Checks that the players are wearing the same uniforms.
 - c. Checks that the players are wearing athletic shoes.
 - * Checks that the heels are flat, and that they will not damage the ground.
 - d. Checks that the players are wearing the playing order numbers on the correct area of the body set by the Rules.

- e. Checks that the manager and the captain are wearing their identification on the correct area of the body set by the Rules.
- (v) The assistant referee checks the details of the leading team's playing order sheet and playing order, and hands the record sheet to the recorder. The check is first carried out on the captain of the leading team and then the players of that team. After the leading team members have been checked, a check is carried out on the captain of the following team and then the players of that team.
- a. Checks that there is no discrepancy between the playing order and the names of the players in the record sheet.
- * When confirming the captain, the assistant referee states "Captain," and the captain then states his/her playing order by replying "Number XX" and then names himself/herself.
 - ** When confirming anyone other than the captain, the assistant referee states the playing order number, substitution and manager, in that order, after which the corresponding player, substitute player and manager name themselves.
- b. Checks that there is no discrepancy between the playing order and the playing order worn by the players.

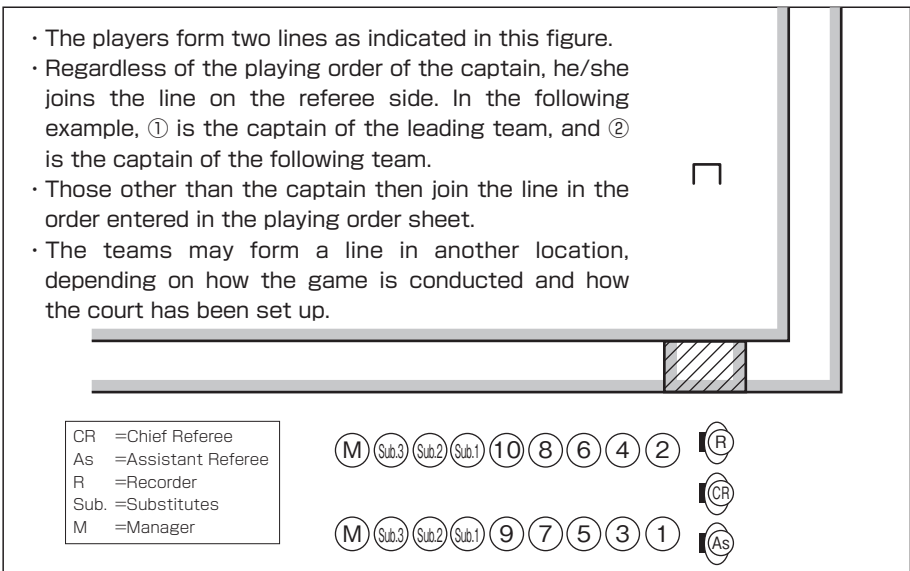


Figure 2, Lining up before the start of the game (Example)

- (5) Points to be aware of during the game.
- 1) The chief referee ensures that both teams strictly observe the following.
 - (i) The basic conditions to be observed by the manager and players (Article 4, Clause 4 of the Rules).
 - (ii) Any agreed items.
- (6) Introductions and greetings.
- 1) Referees introduce and greet both teams before the start of the game, as follows:
 - (i) Chief referee
 “The match between Team XXX, the leading team and Team XXX, the following team, will now begin.”
 - (ii) Chief referee
 “My name is XXX, and I will be the chief referee.”
 - (iii) Assistant referee
 “My name is XXX, and I will be the assistant referee.”
 - (iv) Recorder “My name is XXX, and I will be the recorder.”
 - (v) Linesman “My name is XXX, and I will be the linesman.”
 - a. To be omitted if there is no linesman.
 - b. If there are several linesmen, then each calls out
 “My name is XXX, and I will be the linesman.”
 - (vi) Chief referee
 “Acknowledge the other team and wish them a good game.”
 - a. If there is time before the start of the game, the chief referee calls on both teams to do warm-up exercises.

2. Standing by at the End of Preparations for the Game

- (1) Lining up in position for the start of the game.
 - 1) The referee instructs both teams to line up in position for the start of the game, as follows:
 - (i) The chief referee calls out, “Starting players please line up in the game start position.”
 - (ii) The referee gets the manager and substitute players to move to the waiting area.
 - (iii) The referee instructs the starting players to line up in the free zone outside the fourth line.

- * At this point, the assistant referee confirms the playing order numbers and ball numbers.
- 2) The chief referee, the assistant referee, and the recorder are positioned as indicated in Figure 3.
 - (i) The recorder (or the linesman) is positioned in the outer field.

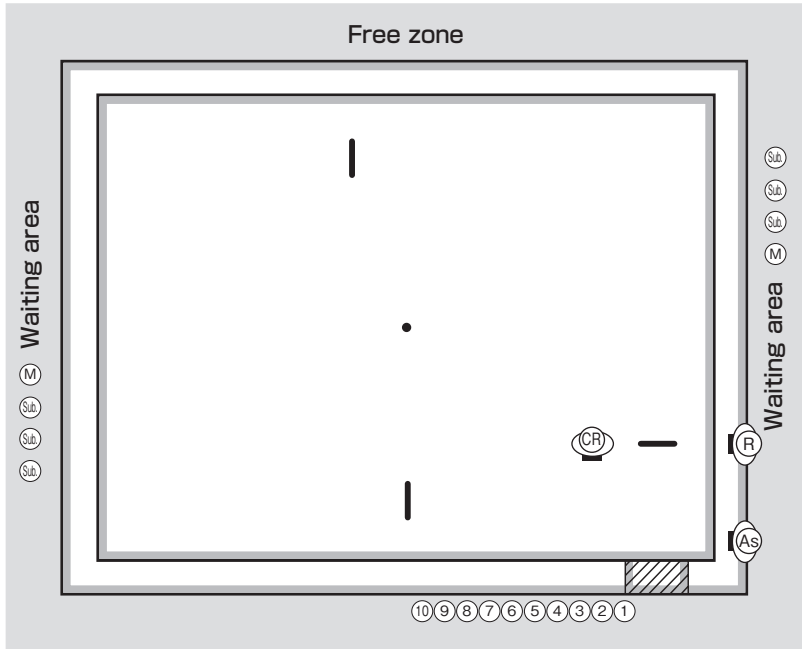


Figure 3, Positioning at the start of the game

3. Start of the Game (Article 6, Clause 3 of the Rules)

(1) Announcing Play Ball.

- 1) Once a “Start of the Game” sign is received, the chief referee calls “Player number 1” to stroke, following the announcement of “Play Ball.”
 - (i) The chief referee faces the starting players and announces “Play Ball” in the direction of the 5th and 6th players. After that, he/she changes the direction to the 1st player and calls the player to stroke.

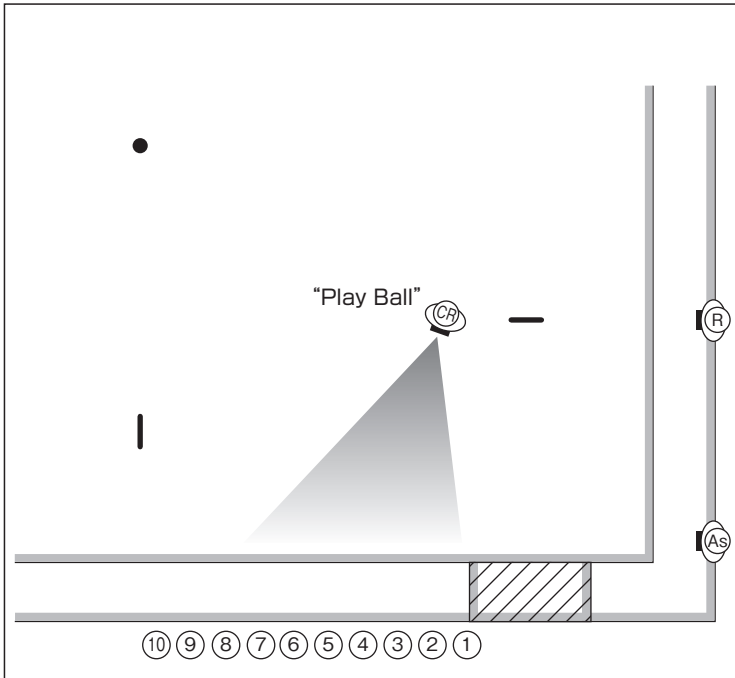


Figure 4, Positions of the chief referee, the assistant referee, and the recorder when announcing “Play Ball”

- (ii) The chief referee, after calls “Player number 1” to stroke, takes the shortest route to arrive at a position that will enable him/her to decide on the movement of the ball, and becomes Referee B (refer [IV] 1. (2) of the Guide for Referees, and Figure 17).

4. End of the Game (Article 6, Clause 4 of the Rules)

- (1) Announcing Game Set.
 - 1) Once the “Time up” sign is received, and the last stroker’s turn has finished, the chief referee announces “Game Set.”
 - (i) “Game Set” is announced with the chief referee standing in the center of the court and facing the start area.

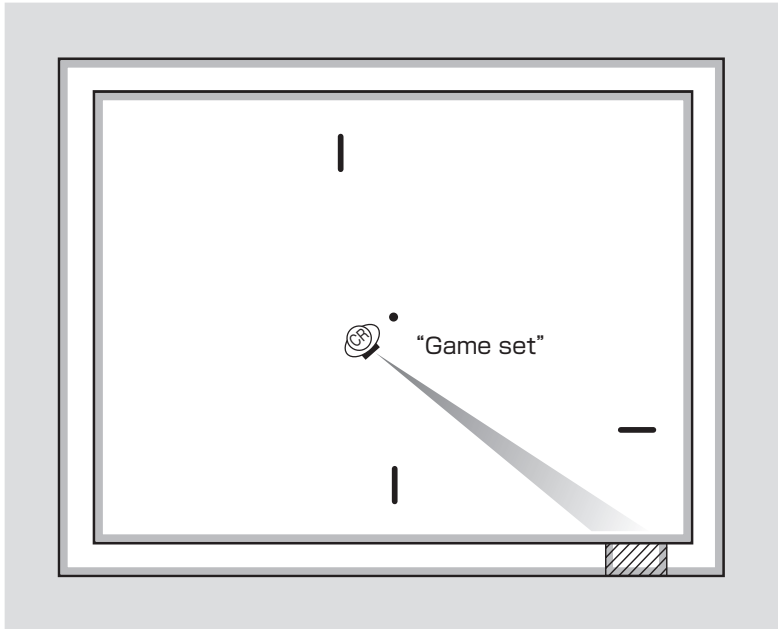


Figure 5, Position of the chief referee when Game Set is announced

- 2) The game is over when the following takes place.
 - (i) If time is up after the leading team’s playing order is called and before the following team’s playing order is called, at the point that the next stroker from the following team’s turn has finished.
 - a. If the next stroker from the following team’s move results in an out-ball, finish (Agari) or the stroker is absent, at the point that the stroker from the leading team’s turn has finished.

* In this case, the chief referee calls out “Number XX Out-ball” (gesture unnecessary) and then announces “Game Set.”

- (ii) If time is up after the following team's playing order is called and before the leading team's playing order is called, at the point that the stroker from the following team's turn has finished.
- 3) If the "time up" sign and the playing order announcement by the chief referee take place simultaneously, the chief referee's playing order announcement takes priority.

5. Substitution of Players (Article 6, Clause 6 of the Rules)

(1) Substitution of a player.

1) A substitution is permitted if the following procedures are followed:

- (i) The manager notifies the recorder of a player substitution.
- (ii) The recorder confirms the substitution as follows, and advises the chief referee of the substitution.
 - a. If a substitution is notified before the playing order of the player to be substituted is called, the substitution is confirmed, and the chief referee advised of the substitution when the player to be substituted is called to stroke. In this case, the time from the point the recorder advises the chief referee of the substitution until the point the chief referee announces the substitution is regarded as the referee time.
 - b. If a substitution is notified when the player to be substituted is called to stroke, the substitution is confirmed on the spot, and the chief referee advised of the substitution. In this case, the time from the point the recorder is notified of the substitution until the point the chief referee announces the substitution is regarded as the referee time.

(iii) The chief referee approves the substitution, and announces "Koutai."

2) Substitutions are not approved in the following situations.

- (i) If the notice of substitution is received after the player to be substituted strokes, but before his/her turn is over.
- (ii) If, when the player to be substituted is called to stroke, and the substitute player who is about to enter the ground is not wearing the corresponding playing order number.
 - a. Referee A (refer [IV] 1. (1) of the Guide for Referees) calls on the player who is to be substituted to play, and continues to count 10 seconds.

- 3) If, before the next stroker plays, or before a foul, it becomes apparent that the player is playing without having notified the recorder of the substitution, this represents an ineffective play and the chief referee and the assistant referee carry out the following.
 - (i) If a player who has played without notifying his/her substitution is on the court, that player is ordered to leave the court.
 - (ii) All balls are returned to where they were before they moved.
 - (iii) If the next player is not called, then that player is called.
- 4) A player who has already been substituted and then plays again during the same game represents non-eligible participation (Article 8, Clause 2.1-(3) of the Rules), and the chief referee declares the other team as the winner by forfeit.

6. Absence of Players (Article 6, Clause 7 of the Rules)

- (1) Absence of a player.
 - 1) The following applies if the manager notifies the referee that a player is absent.
 - (i) Confirms the playing order number of the absent player.
 - (ii) The recorder records the absence.
 - (iii) The game continues, with the playing order of the absent player recorded as a missing number.
 - a. The ball belonging to the absent player remains as is.
 - b. Points accumulated by plays by all players using the ball belonging to the absent player are valid.

7. Deciding the Winner (Article 7 of the Rules)

- (1) Confirmation of record game results.
 - 1) The referee confirms the record game results on the recorder's record sheet as follows:
 - (i) The chief referee announces, "Please place the ball in the position at the start of the game. Line up in your designated positions."
 - (ii) The assistant referee gets the managers and the players of both teams to line up.
 - (iii) The chief referee receives the record sheet from the recorder, and confirms the contents.

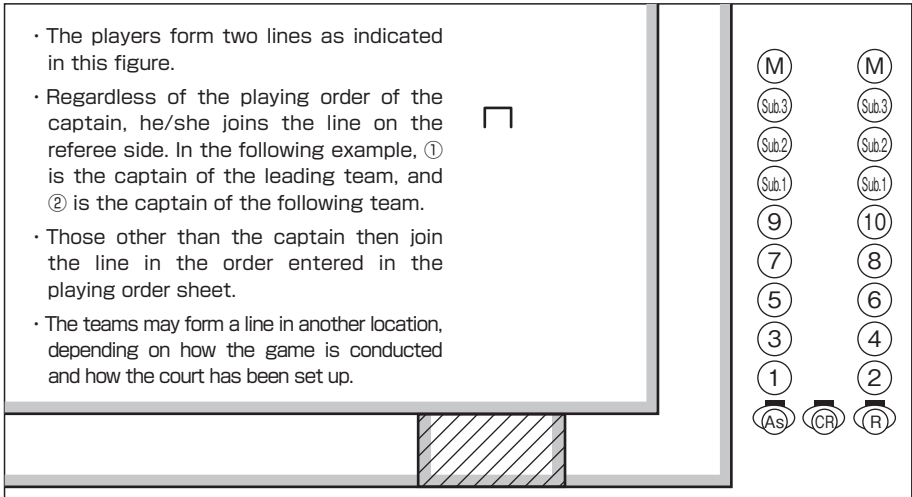


Figure 6, Lining up after the end of the game (Example)

(2) Deciding the Winner.

- 1) Based on the record game results the chief referee decides on the winner as follows:
 - (i) "I shall now announce the result of the game."
 - (ii) "Leading Team XXX, XX points."
 - (iii) "Following Team XXX, XX points."
 - (iv) "Team XXX wins."
 - (v) "Acknowledge and thank the other team."
- 2) After the final greeting, the chief referee circles the winning team's final score, and collects the signatures of confirmation on the record sheet from the captains of both teams (Article 4, Clause 2.2-(3) of the Rules).

8. Deciding the Winner When Points are Tied

- (1) Deciding the winner based on the details of the points.
 - 1) If both teams score the same number of points, the chief referee determines the winner according to the details of the points, as follows (Article 7, Clause 2.1 of the Rules):

- (i) “I will now announce the result.”
 - (ii) “Leading Team XXX, XX points.”
 - (iii) “Following Team XXX, XX points.”
 - (iv) “Team XXX wins as a result of the details of the points (the number of agari / players successfully passing through the XX Gate).”
 - (v) “Acknowledge and thank the other team.”
- (2) Deciding the winner with a tiebreaker.
- 1) If the winner cannot be decided from the details of the points, the winner shall be decided as follows:
 - (i) The chief referee makes the following announcement: “As the winner cannot be decided from the details of the points, there will be a tiebreaker.”
 - (ii) The referee instructs the players who were playing at the time the game ended to line up in their positions at the start of the game.
 - a. An absent player at the time the game ends cannot be replaced with another player.
 - (iii) Both teams must then compete to achieve a successful pass through the first gate (Article 7, Clause 2.2-(1) of the Rules).
 - a. The chief referee announces the playing order from number 1 to 10, stands before the players, and makes an accurate decision on the play, and decides on and announces the successful pass through the first gate.
 - b. The assistant referee stands in a position in the direction of the stroke and makes a decision on the movement of the ball/s. If the ball has successfully passed through the first gate, the assistant referee hands the ball to the recorder. Any balls that have not successfully passed through the first gate are removed from the field.
 - c. The recorder positions himself/herself between the first gate and the goal-pole, at a distance of approximately 3m from the first gate, and repeats the announcement of a successful pass through the first gate. After ticking the tiebreaker column in the record sheet, the recorder then places the ball handed over by the assistant referee in a position that won't hinder the game.

- * “A position that won’t hinder the game” is a position where the ball that has successfully passed through the first gate can be easily confirmed by the players, and which won’t obstruct the next pass through the first gate.

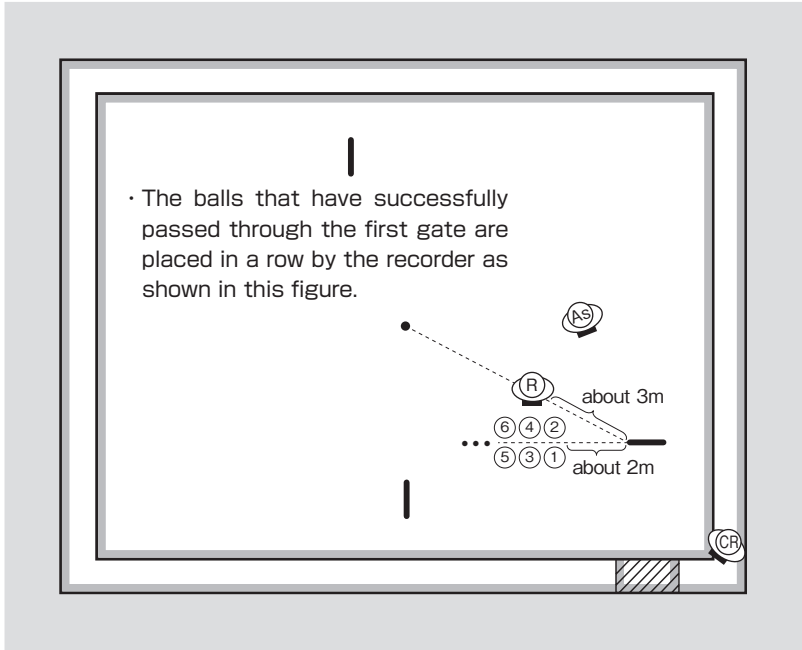


Figure 7, The position of the recorder and the placement of the balls during a tiebreaker (Example)

- (iv) After player number 10’s turn ends, the team with the most number of balls that have made a successful pass through the first gate wins, with the chief referee determining and calling the winner.
- a. If the winner is determined before player number 10 strokes, the game ends at that point.
- (v) If the winner is not determined even after a tiebreaker involving players 1 to 10, player 1 and player 2 according to the playing order sheet then compete for a successful pass through the first gate, and the team of the player who first achieves a successful pass becomes the winner. If a winner still cannot be determined, the next

two players according to playing order will compete one on one in attempting to successfully pass through the first gate. The process continues until a winner can be determined (Article 7, Clause 2.2-(2) of the Rules).

a. If a player is absent, then at the point that the next player from the opposing team achieves a successful pass through the gate, that team becomes the winner.

2) Once the tiebreaker is over, the chief referee decides on the winner as follows:

- (i) "I will now announce the result."
- (ii) "Leading Team XXX, XX points."
- (iii) "Following Team XXX, XX points."
- (iv) "Team XXX wins as a result of a tiebreaker."
- (v) "Acknowledge and thank the other team."

(3) When points are tied.

1) If the winner cannot be determined based on the score achieved, the chief referee may declare a tie without deciding the winner with a tiebreaker, as follows (Article 7, Clause 2.3 of the Rules):

- (i) "I will now announce the result."
- (ii) "Leading Team XXX, XX points."
- (iii) "Following Team XXX, XX points."
- (iv) "A tie as all the details of the points are the same."
- (v) "Acknowledge and thank the other team."

9. Perfect Game (Article 7, Clause 3 of the Rules)

(1) Ending the game when a perfect game has been achieved.

1) If a perfect game has been achieved, the game ends at the following point, with the chief referee announcing "Game Set" and deciding on the winner:

- (i) If the leading team achieves a perfect game as the result of a play by a stroker in the leading team, when the player in the following team's turn has ended.
- (ii) If the following team achieves a perfect game as the result of a play by a stroker in the leading team, when that stroker's turn has ended.
- (iii) If the leading team achieves a perfect game as the result of a play by a stroker in the following team, when that stroker's turn has ended.

- (iv) If the following team achieves a perfect game as the result of a play by a stroker in the following team, at that point.
 - * If, in (ii) and (iii), the stroker gains the right for continuous play or to stroke, that stroker continues to play, and the game ends when that stroker's turn has ended.
 - ** If both teams achieve 25 points, the winner shall be decided by a tiebreaker, or the game shall end in a tie (Article 7, Clause 2.2 and 2.3 of the Rules).

10. Forfeit

- (1) Abandonment (Article 8, Clause 1 of the Rules).
 - 1) If it is made apparent, before the start of the game, that the game is being abandoned, the chief referee will interpret this as the game being forfeited, and determines the winner.
 - (i) If the team announces its intention to abandon the game.
 - (ii) If the team has less than five players at the start of the game (when "Play Ball" is announced).
 - 2) If the team announces its intention to abandon the game during the actual game, the chief referee will interpret this as forfeiting the game, announces "Game Set" and instructs the players to line up where they would at the end of the game, and announces the winner.
- (2) Non-eligible participation (Article 8, Clause 2 of the Rules).
 - 1) If it is made apparent, during a game, that a non-eligible player is participating in that game, the chief referee will interpret this as forfeiting the game, announces "Game Set" and instructs the players to line up where they would at the end of the game, and announces the winner.
 - (i) If anyone other than those listed in the playing order sheet plays in the game.
 - (ii) If a player plays with equipment and/or uniform that does/do not comply with the requirements of the inspection held before the start of the game.
 - (iii) If a player who has already been substituted plays again during the same game.

11. Play and Rights as a Stroker (Article 9, Clause 1 of the Rules)

- (1) The stroker's entrance into and exit out of the court.
 - 1) A stroker can only enter the court after the chief referee calls on that stroker to play.
 - (i) The referee must not allow anyone other than the stroker to enter the court.
 - a. Should someone else enter the court, the referee shall ask them to leave.
 - b. If a member of the same team does not adhere to any warnings issued by the referee, this will be interpreted as Play Interference by the chief referee.
 - 2) The referee instructs the player whose turn has ended to leave the court.
 - (i) If the player whose turn has ended and is about to leave the court comes into contact with a ball, this shall be seen as an ineffective play (Article 10, Clause 2 of the Rules).

12. Out-ball (Article 17, Clause 2 of the Rules)

- (1) Decisions and announcements on out-balls.
 - 1) Deciding on and announcing an out-ball shall be carried out by a referee other than Referee A.
 - (i) Depending on the circumstances, Referee A can make the decision and the announcement.
 - 2) The decision of an out-ball is carried out as shown in the following figure.

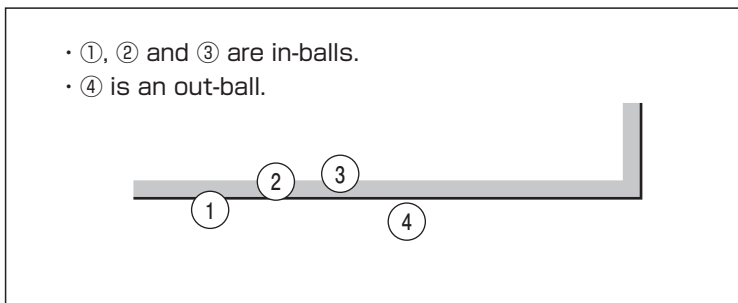


Figure 8, Decision on an out-ball (Example)

- 3) When a stroker tries to make another ball an out-ball as the result of a Spark, the chief referee and the assistant referee first confirm the direction of the Spark, after which a referee other than Referee A stands by in the outer field.
- (2) Dealing with an out-ball.
 - 1) A referee other than Referee A deals with the out-ball.
 - (i) Depending on the circumstances, the chief referee or the assistant referee can ask a player who will not hinder the game to stop the out-ball.
 - a. The referee must consider the safety of the player/s.
 - b. The referee handles the out-ball once a player has stopped an out-ball.
 - 2) After stopping the out-ball with his/her foot, the referee places the out-ball with its outer edge at a distance of 10cm perpendicular to the outside of where the ball crossed the inside line and entered the outer field (Article 17, Clause 2.2 of the Rules).
 - (i) Even if a ball that has gone to the outer field and has been decided and announced as an out-ball moves back to enter the inner field because of the condition of the court, for example, the referee treats and places that ball as an out-ball from the position it ended up in after passing over the inside line and entering the outer field.
 - (ii) If a stroker strokes an out-ball but it did not enter the inner field, the referee announces “out-ball” and places the ball in the position it was in before it moved.

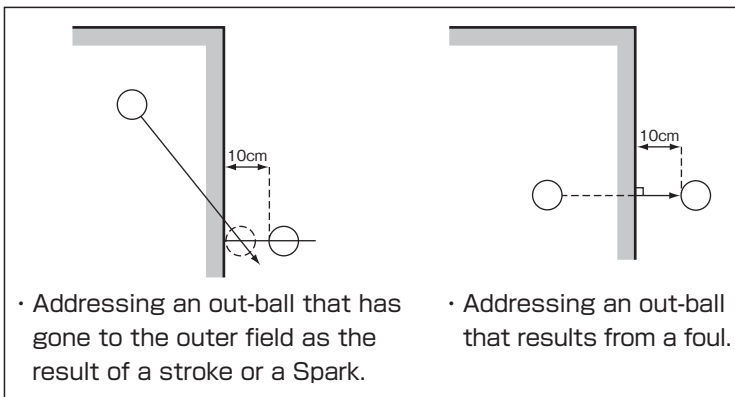


Figure 9, Addressing an out-ball (Example)

13. Play Interference (Article 19, Clause 1 of the Rules)

- (1) Preventing play interference.
 - 1) If a manager or player does not comply with the basic conditions to be observed by the manager and players as set out in Article 4, Clause 4 of the Rules, the referee issues a warning to that manager or player and his/her team to prevent play interference.
- (2) Play interference.
 - 1) The following represent examples of play interference.
 - (i) If a member/members of a team does/do not comply with a warning by the referee.
 - (ii) If it is decided by the chief referee or assistant referee that a manager or player has interfered with the game.
- (3) Addressing Play Interference.
 - 1) In the event of play interference, in order to prevent the offending team from benefiting from the interference, the chief referee carries out the following, depending on the circumstances at the time.
 - (i) Takes away stroking rights.
 - (ii) Makes the ball an out-ball.
 - (iii) Disallow successful passes through gates, and finishes (Agari).
 - (iv) Eject the manager or player/s from the game.
 - a. The ball of a player who has been ejected is removed from the field.
 - b. The playing number of the player who has left the field is recorded as a missing number.
 - c. Any points obtained prior to being removed from the game shall be valid.
 - (v) Forfeiture of the Game.
 - a. In the event that a team doesn't comply with the chief referee despite being ordered to continue with the game, and the game is forfeited.
 - b. In the event that the game is forfeited, the chief referee announces "Game Set," instructs the players to line up where they would at the end of the game, and announces the winner.

14. Referee Time (Article 20, Clause 1 of the Rules)

(1) Referee Time.

1) Although referee time is excluded from the 10 second count, it is included in the game time.

(i) The referee must endeavor to reduce referee time.

2) Referee time refers to the following time taken for an action approved by the referee:

(i) The time between the end of a stroker's turn until the next stroker is called.

(ii) The time that the chief referee or assistant referee makes the stroker wait before stroking (or sparking).

(iii) The time required for the chief referee or assistant referee to temporarily move a ball and the time to return the ball that was temporarily moved to where it was before it was moved.

(iv) The time required by the chief referee or assistant referee to return a ball that has made an invalid move to where it was before it moved.

(v) The time required by the chief referee or assistant referee to confirm the game record.

(vi) The time required to approve and announce substitutions.

(vii) The time required by the chief referee or assistant referee to respond to a question by a manager or a confirmation by a stroker.

(viii) The time required to exchange balls.

(ix) The time required by the referee to repair the ground.

(x) Any other time that is required for a move or action allowed by the referee.

15. Exchange of Equipment (Article 21 of the Rules)

(1) Exchanging the stick.

1) The referee only allows the exchange of sticks that have already been inspected before the start of the game if a stroker requests it.

(i) The time required to exchange the stick is not included in Referee Time.

- 2) The following applies in the event that a stick breaks.
 - (i) The play that has just ended is not repeated (and the record also remains valid).
 - (ii) If the player has the right for continuous play or the right to spark, then he/she exchanges his/her stick.
- (2) Exchanging the ball.
 - 1) If a crack appears in a ball, this is still deemed valid play, and that ball is only exchanged after all the balls have stopped moving.
 - 2) If the ball splits, this is deemed ineffective play, and any balls that have moved as the result of the cracked ball are returned to the positions they were in before moving, the cracked ball exchanged, and the player instructed to stroke one more time.

16. Interruption of the Game (Article 22 of the Rules)

- (1) Interruption of the Game.
 - 1) Should it become impossible for the game to continue due to a sudden change of weather or other emergency reasons, the chief referee shall call “Time” and temporarily interrupt the game.
 - (i) Depending on the circumstances, a doctor or other related personnel should be contacted immediately.
 - (ii) The ball is left as is.
 - (iii) The recorder stops measuring the time when the chief referee calls out “Time,” and enters, into the remarks column on the record sheet, the time that the game was interrupted, the reason, and the words “game interruption.”
- (2) The measures to be taken after a game has been interrupted.
 - 1) If, after being interrupted, the game can then be resumed, the chief referee announces “Play” while the game is still interrupted, after which the game resumes.
 - (i) Once the chief referee announces “Play,” the recorder then recommences measuring the time, and enters, into the remarks column on the record sheet, the time that the game resumed, and the words “game recommences.”
 - 2) If the game has been interrupted before 20 minutes has passed since the start of the game, and resuming the game is not possible, the game shall be postponed, and that game replayed from the beginning.

- (i) The recorder shall enter, into the remarks column on the record sheet, the reason for the postponement of the game, and the words “game postponed.”
- 3) If the game has been interrupted after 20 minutes has passed since the start of the game, and resuming the game is not possible, the game then becomes a called game, with the game ending with the score at the time that the game was interrupted.
 - (i) The recorder enters, into the remarks column on the record sheet, the reason for the called game, and the words “called game.”

17. Refereeing Errors

(1) Refereeing Errors.

- 1) A referee must avoid, at all times, hindering the game through his/her error.
 - (i) If an error is made in a stroking call, decision, announcement or in handling or addressing a ball, the error must be corrected immediately.
 - (ii) In the following case, however, the game shall continue even if the referee makes an error.
 - a. If an error is made in a stroking call, decision, announcement or in handling or addressing a ball, and the game continues to be played, and the next stoker that is called strokes, or his/her move results in a foul, the game continues as is.
 - b. If a player enters the game as a substitute without notifying the recorder of the substitution, and the next player strokes, or his/her move results in a foul, the game is continued as is.
 - * In this case, at the point that it is made apparent that the player has played without notifying his/her substitution, the referee cautions that player to notify the substitution, the recorder is notified by the manager and advises the chief referee of the substitution, and the chief referee approves and announces the substitution after that player has been called to stroke.
 - c. If the recorder has been notified of a substitution but fails to advise the chief referee, and the player is substituted without approval or being announced, and he/she strokes, or his/her move results in a foul, the game is continued as is.

- * In this case, if it is made apparent that the player, during his/her play, has played without his/her substitution being approved or announced, the recorder advises the chief referee of the substitution and the chief referee approves and announces the substitution at that time.
 - ** If it is made apparent that the player has played without his/her substitution being approved or announced after the next stroker has been called to stroke, the recorder advises the chief referee of the substitution and the chief referee approves and announces the substitution after that next stroker has been called to stroke.
- (iii) If the referee touches a ball by mistake, the following applies.
- a. If he/she touches a stationary ball, that ball is immediately returned to the position it was in before it moved.
 - b. If he/she touches a ball while it is moving, it is regarded as a valid move until it stops moving.
- * If a ball that looks as though it will be going to the outer field is stopped in the inner field, that ball becomes an out-ball.

〔IV〕 Basic Interaction between the Chief Referee and the Assistant Referee

1. The Position of the Chief Referee and Assistant Referee When Making Decisions

- (1) The referee whose main role is to decide on a stroker's play is referred to as "Referee A."
 - 1) Referee A stands in front of the stroker.
 - (i) The decision is made with the referee positioned at a sufficient distance from the stroker so that the stroker does not feel hemmed in.
- (2) The referee whose main role is to decide on the movement of a ball is referred to as "Referee B."
 - 1) Referee B stands in the direction that the stroker is stroking.
 - (i) The decision is made from a position that will not affect the play by the stroker.

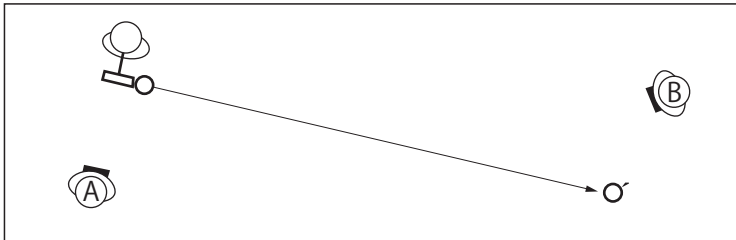


Figure 10, Positions of Referees A and B when making a decision

- (3) Making decisions and announcements on the stroker's play.
 - 1) Referee A makes decisions and announcements on the stroker's play.
 - (i) Depending on the circumstances, Referee B can makes decisions and announcements on the stroker's play.

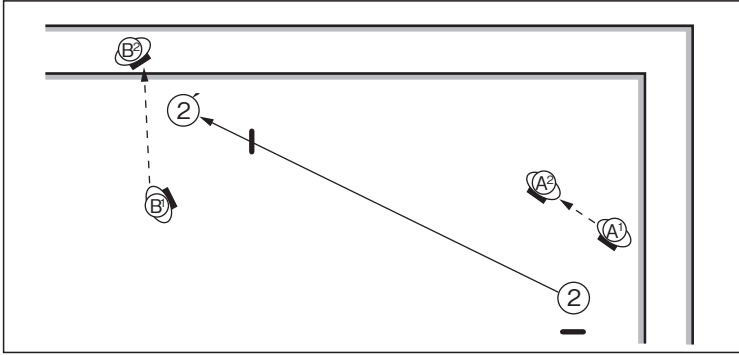


Figure 11, Referees B making a decision and announcement (Example)

- (4) Exchange of roles between Referee A and Referee B.
- 1) The chief referee and the assistant referee can, depending on the circumstances surrounding the stroker's play, exchange their roles.

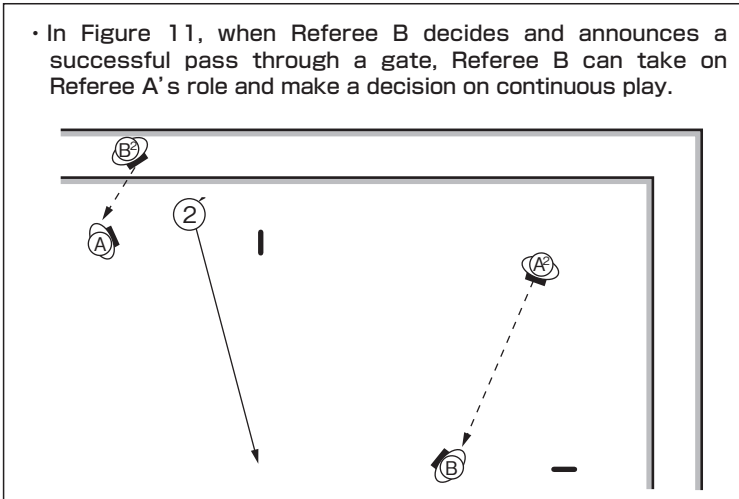


Figure 12, Referees A and B exchanging roles (Example)

2. The Interaction Between the Chief Referee and Assistant Referee in Relation to Stroking Notifications

- (1) Mutual confirmation of the next player.
 - 1) Once a stroker's turn ends, the chief referee and assistant referee mutually confirm the position of the next stroker's ball.
 - (i) Basically, the position of the next stroker's ball is confirmed by the assistant referee and conveyed to the chief referee.
 - a. The position of the ball, but not the number of the next player, is conveyed.
 - (2) Timing of the call to stroke.
 - 1) Once a stroker's turn ends, the chief referee calls the next stroker to stroke.
 - (i) The stroker's turn ends when the following takes place.
 - a. After stroking, the stroker does not gain the right for a continuous play (or Spark), and all the balls in the inner field that have made a valid move stop moving.
 - b. When a play results in a foul.
 - (ii) Even before a ball in the inner field is still moving, if the chief referee decides that the situation remains unchanged, he/she can call the next player to stroke.
 - 2) A call to stroke made when the chief referee is near the ball of the next stroker.
 - (i) The chief referee takes the shortest route to arrive at a position that will enable him/her to decide on the play by the next stroker, calls on that player to stroke, and becomes Referee A.
 - (ii) The assistant referee takes the shortest route to arrive at a position that will enable him/her to decide on the movement of the ball, and becomes Referee B.

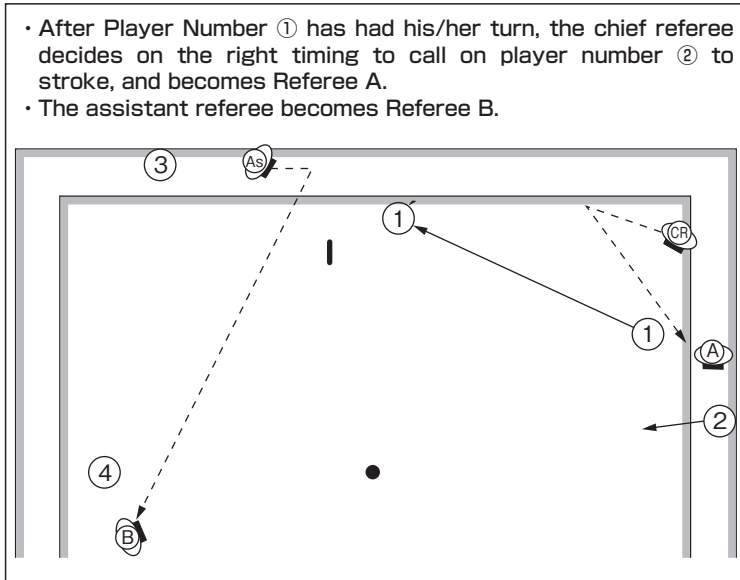


Figure 13, The interaction between the chief referee and the assistant referee when the chief referee is near the ball belonging to the next stroker (Example)

- 3) A call to stroke made when the assistant referee is near the ball belonging to the next stroker.
 - (i) The chief referee decides on the right timing for the assistant referee to take the shortest route to arrive at a position to decide on a play by the next stroker, and makes the call to stroke. He/she takes the shortest route to arrive at a position that will enable him/herself to decide on the movement of the ball, and becomes Referee B.
 - (ii) The assistant referee takes the shortest route to arrive at a position to decide on a play by the next stroker, and becomes Referee A.

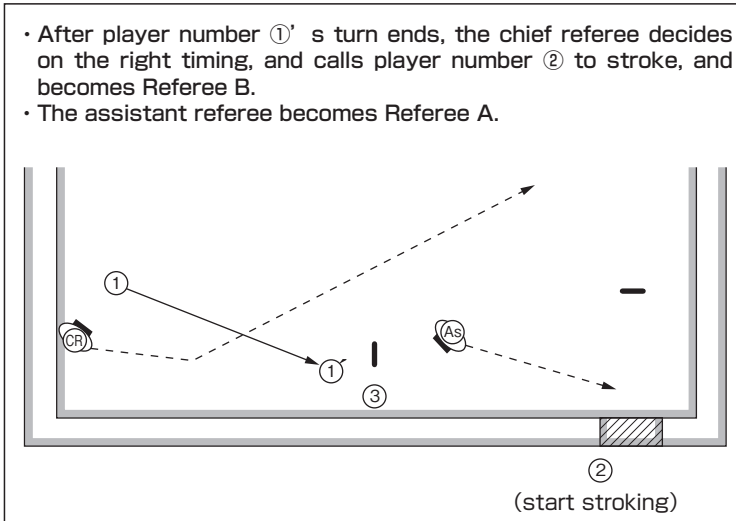


Figure 14, The interaction between the chief referee and the assistant referee when the assistant referee is near the ball belonging to the next stroker (Example)

3. What the Chief Referee and Assistant Referee Should be Aware of Regarding the Play and Rights of the Stroker

- (1) Time Over (Article 9, Clause 2 of the Rules).
 - 1) Referee A starts counting the 10 seconds, and at the 8 second mark, calls out “8-seconds, 9-seconds, 10-seconds.” If a stroke (or Spark) does not take place during the call, the referee calls out “Foul.”
 - (i) The following marks the beginning of the 10 second count:
 - a. When a player is called to stroke.
 - b. When the stroker gains the right for continuous stroke.
 - c. When the stroker gains the right to spark.
 - (ii) The 10 second count continues even if the stroker who has gained the right for continuous play (or the right to spark) exits the court.

- (2) Confirmation by the stroker (Article 9, Clause 3 of the Rules).
 - 1) The chief referee or assistant referee shall respond to a stroker when asked to confirm the following:
 - (i) Whether a ball which has stopped on the gate line then moves to the back side and completely passes over the gate line represents a successful pass through the gate.
 - (ii) Whether the set ball is on the gate line.
 - (iii) Whether a ball that has made a successful pass through the third gate is in contact with the goal-pole.
 - (iv) Whether the stroker's ball and another ball are in contact when stroking one's own ball.
 - (v) Which number ball resulted in a successful Touch.
 - (vi) Whether the stroker's ball and the touched ball are in contact following a Touch.
 - (vii) Whether the touched ball and yet another ball are in contact following a Touch.
 - 2) The referee should always confirm the situation, regardless of whether he/she has been asked to do so by the stroker.
 - 3) The time required for the chief referee or assistant referee to respond constitutes referee time.
 - (i) The time required for the chief referee or assistant referee to confirm the matter with the recorder constitutes referee time.
 - (ii) The time taken by the stroker to confirm a point is not included in referee time.

4. The Interaction Between the Chief Referee and Assistant Referee at Stroking

- (1) Stroking (Article 12, Clause 1 of the Rules).
 - 1) Referee A announces "End of Stroke" to prevent a stroker whose turn has ended from stroking his/her ball in the following situations.
 - (i) The stick face comes into contact with the stationary stroker's ball when stroking or repositioning the stroker's ball at start stroking, after which the stroker whose turn has ended attempts to stroke again.
 - (ii) After a continuous play and the stroker's turn has ended, that stroker then attempts to stroke his/her ball again.

- (2) Start stroking.
- 1) If, during start stroking, the stroker's ball is placed outside the start area and stroked, this represents a stroking foul (Article 12, Clause 4.1-(10) of the Rules).
 - (i) The stroker can use his/her hand to reposition his/her ball.
 - a. It is a ball touch foul if the foot, etc is used to reposition the ball.
 - b. It is a stroking foul if the ball is repositioned using any part other than the stick face.
 - (ii) It is not, however, a foul if the stroker's ball moves and comes into contact with the stick or foot as the result of, for example, the way the lines forming the start area have been set (Article 11, Clause 2.1-(10) of the Rules).

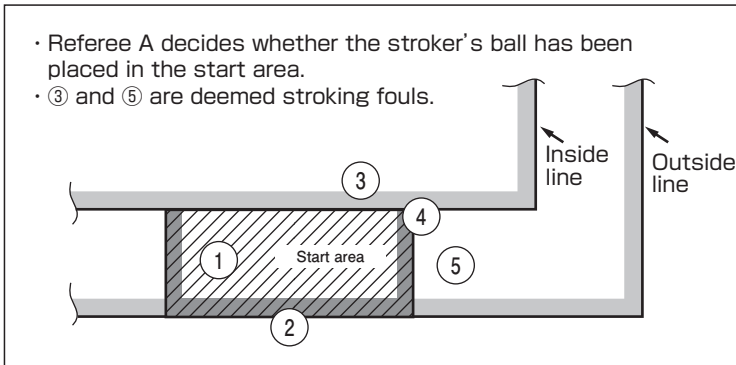


Figure 15, The correct and incorrect positions of the ball at start stroking (Example)

- 2) With regards to a ball that is obstructing a pass through the first gate, upon being requested by the stroker to temporarily move the ball, the chief referee or assistant referee marks that position and then temporarily moves the ball to a position that is not obstructing a pass through the gate (Article 12, Clause 2.1-(2) of the Rules).
 - (i) After start stroking, the chief referee or assistant referee then returns the temporarily moved ball to where it was before it was moved.

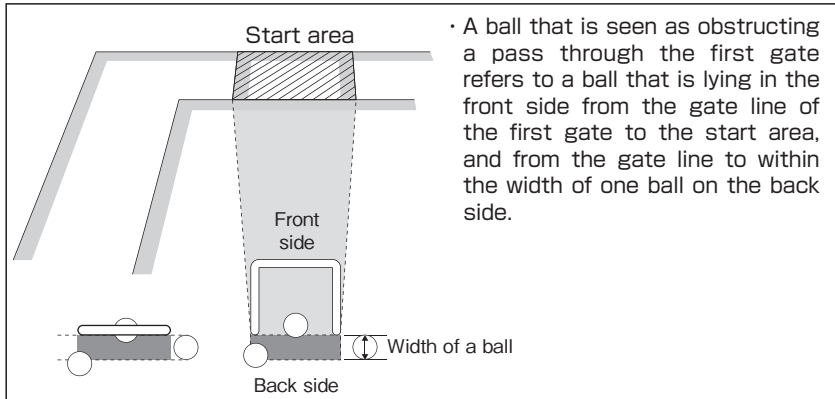


Figure 16, A ball that is obstructing a pass through the first gate (Example)

- 3) Deciding on and announcing a successful pass through the first gate (Article 13, Clause 1 of the Rules).
 - (i) At the same time as making a decision on the validity of a stroke, Referee A proceeds in the direction of the ball.
 - (ii) As soon as it is confirmed that start stroking has resulted in the ball completely passing over the gate line of the first gate in a single stroke, Referee A calls out that the pass through the gate was successful.
 - a. Depending on the situation, Referee B may make the call.

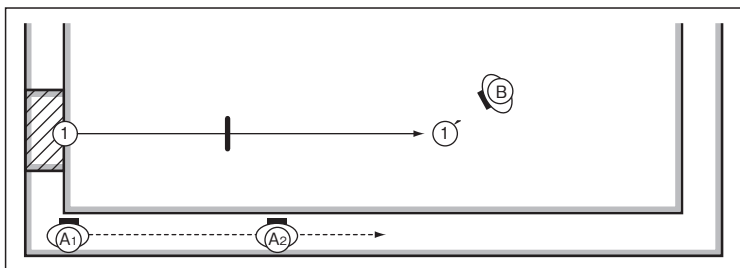


Figure 17, Interaction between the chief referee and the assistant referee at start stroking (Example 1)

- (iii) If Referee B determines that the ball will stop in the outer field, he should already be positioned in the outer field.

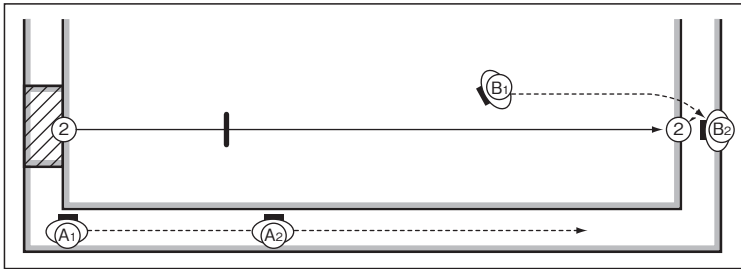


Figure 18, Interaction between the chief referee and the assistant referee at start stroking (Example 2)

- 4) Points to be aware of related to a successful pass through the first gate.
 - (i) The following figure represents an example of a successful pass through the first gate.

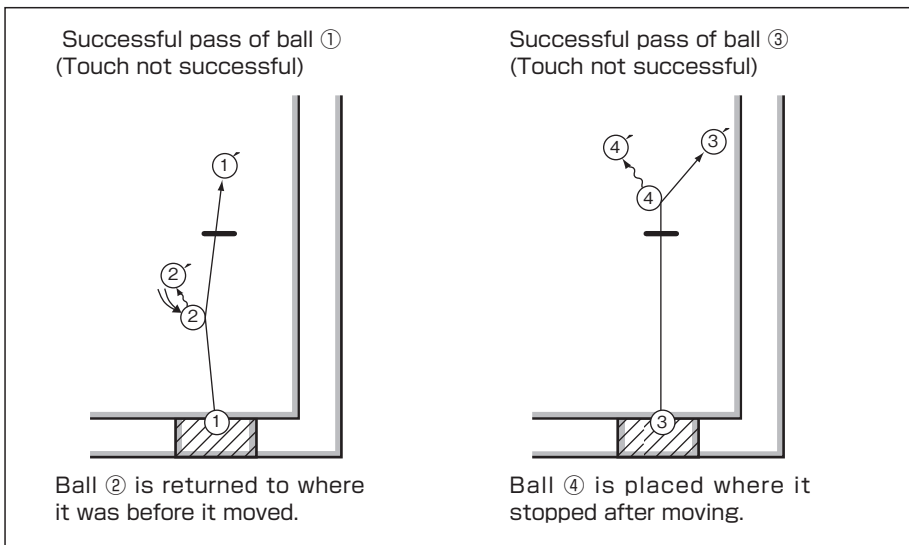


Figure 19, A successful pass through the first gate (Example 1)

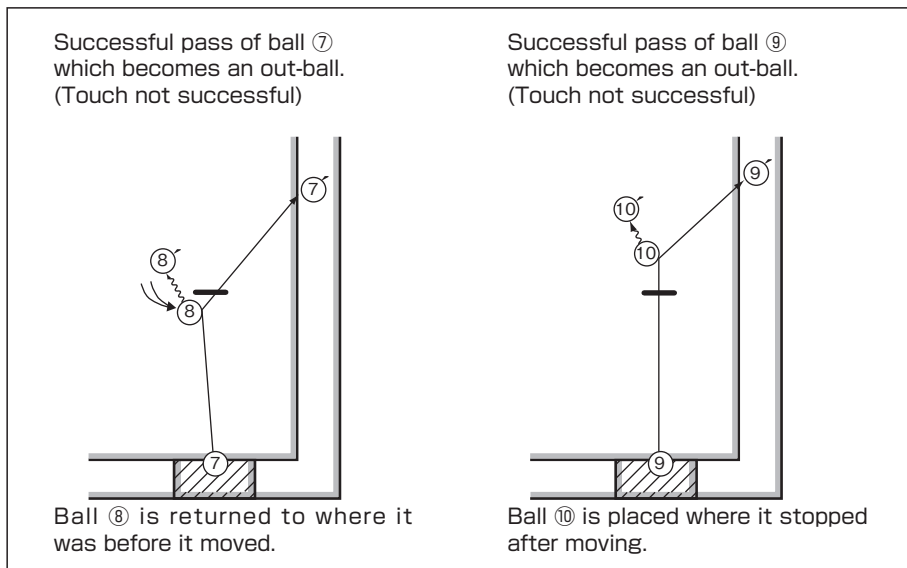


Figure 20, A successful pass through the first gate (Example 2)

- 5) Addressing a ball that did not make a successful pass through the first gate.
 - (i) The referee removes, from the field, the ball that did not make a successful pass through the first gate.
 - a. The referee places the ball that did not make a successful pass through the first gate outside the court near the first gate.
 - * Depending on the situation, the ball can be removed to a position outside the court that is near where it was picked up.
- (3) Stroking an out-ball
 - 1) If an out-ball (the stroker's ball) stroked by the stroker hits the gate (or goal-pole), which causes another ball in contact with this gate (or goal-pole) to be moved indirectly, the movement of that ball is invalid, and therefore the chief referee or assistant referee returns the ball to where it was before it moved (Article 11, Clause 2.1-(4) of the Rules).
 - (i) If it is determined that the stroker's ball hit the gate (or goal-pole) after hitting another ball, or that the ball simultaneously hit another ball and the gate (or goal-pole), this represents an out-ball stroking foul.

- (ii) If the stroker's ball hits the gate (or goal-pole), which causes another ball in contact with this gate (or goal-pole) to be moved indirectly, and if the stroker's ball stopped in a position where this other ball was in (before it indirectly moved), this represents an out-ball stroking foul.
- 2) If the stroked out-ball hits another ball (including an out-ball), this is an out-ball stroking foul and therefore "Foul" is announced, and it is treated as an out-ball from the position it was in when the foul took place (Article 17, Clause 4 of the Rules).
- (4) Temporarily move an out-ball.
 - 1) If the stroker requests Referee A to temporarily move an out-ball that is interfering with his/her play, Referee A first marks that position and then temporarily moves it to a location which won't interfere with the play (Article 17, Clause 2.3 of the Rules).
 - a. Depending on the situation, Referee B temporarily moves the out-ball.
 - (i) The following are examples of an out-ball that interferes with a play.
 - a. A ball that obstructs the stroker's swing or stance.
 - b. A ball that is in the path of the ball that is about to be stroked.
 - (ii) After stroking, Referee A returns the out-ball that was temporarily moved to where it was before it was moved.
 - a. Depending on the situation, Referee B returns the out-ball that was temporarily moved to where it was before it was moved.

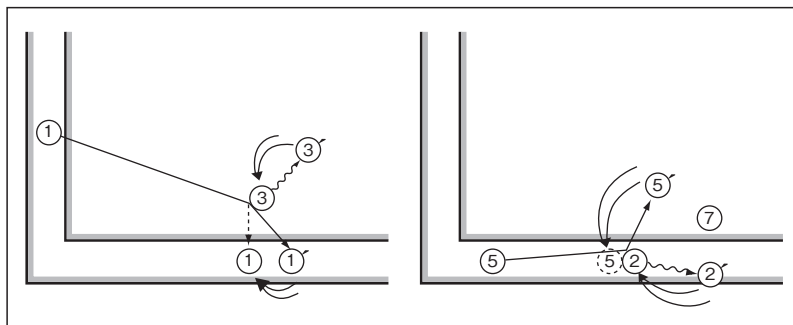


Figure 21, Fouls related to out-balls (Example)

5. The Interaction Between the Chief Referee and Assistant Referee in Relation to Continuous Stroke or Sparking

- (1) A pass through the gate.
- 1) Referee A must quickly make a decision and an announcement regarding a ball that passes through the second gate or third gate.
 - (i) Depending on the situation, Referee B may make the announcement.

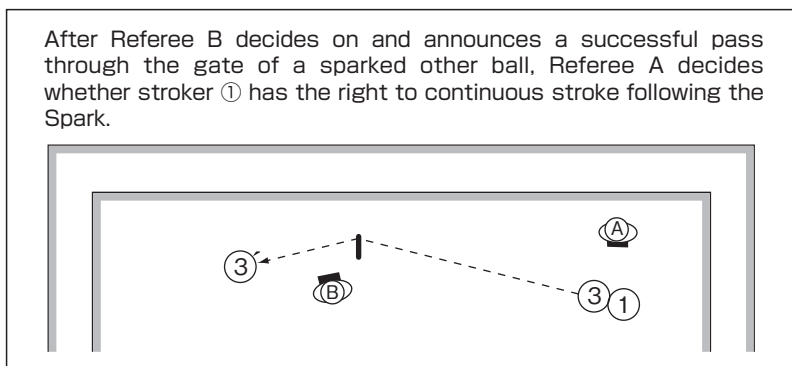


Figure 22, What happens when Referee B decides on and announces a successful pass through gate (Example)

- (2) A successful Touch and sparking.
 - 1) Referee A makes a decision on and announces a successful Touch.
 - (i) Depending on the situation, Referee B may make the decision and announcement.
 - 2) The chief referee and the assistant referee confirm the direction of the Spark if the stroker gains the right to spark following a Touch.
 - (i) Referee B proceeds in the direction of the Spark.
 - a. The direction of the Spark is determined by the way the touched ball has been set.

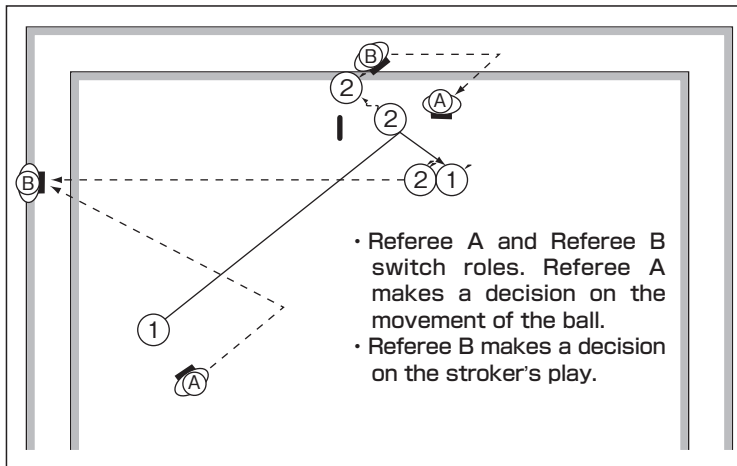


Figure 23, What happens when Referee B makes a decision on and announces a successful Touch (Example)

- 3) If Referee B has not yet proceeded in the direction of the Spark even though the stroker has set the other ball/s, Referee A carries out the following.
 - (i) Asks the stroker to “Wait” before sparking.
 - a. The time a stroker is asked to wait constitutes referee time.
 - * Any play during that time shall be seen as ineffective (Article 10, Clause 2 of the Rules).
 - (ii) Confirms that Referee B has proceeded to an appropriate position, and then says “Proceed” to call on the stroker to spark.

- (3) Points to be aware of related to sparking.
- 1) Examples of invalid ball movements related to sparking (Article 11, Clause 2.1-(9) of the Rules).
 - (i) The stroker's ball and the touched ball contact each other and stop, and during the Spark, the stroker picks up the touched other ball, causing his/her ball to move.
 - (ii) The touched ball and another ball come into contact with each other and stop, and during the actions on sparking, the stroker picks up the touched ball, causing yet another ball to move.

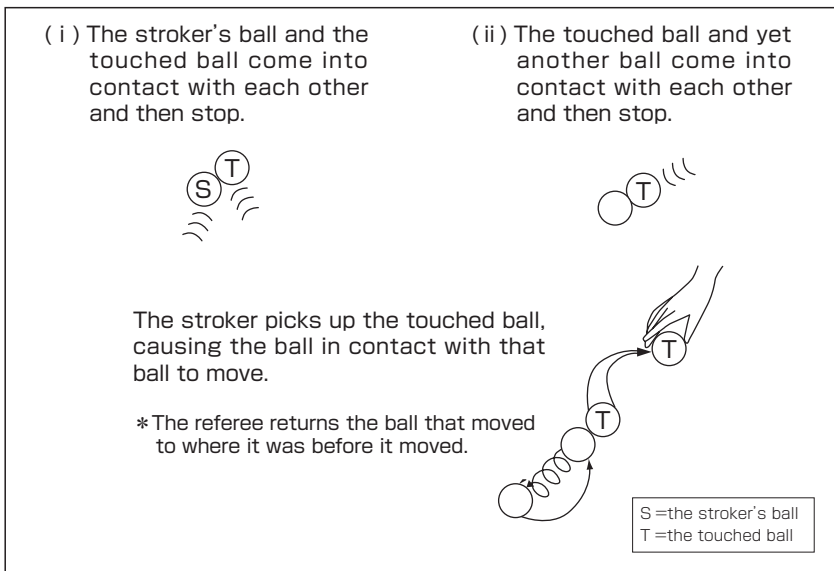
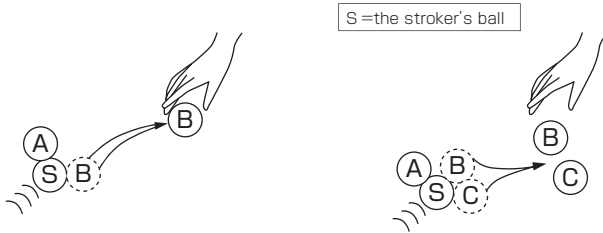


Figure 24, Invalid move as a result of picking up a touched ball (Example)

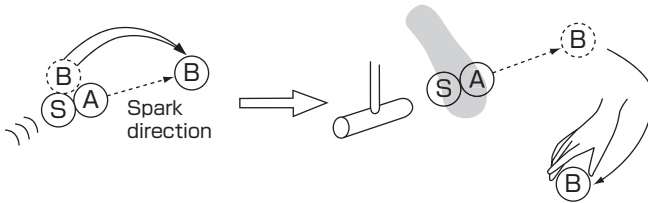
- (iii) The stroker's ball and several touched balls come into contact with each other and stop, and the stroker picks up the touched ball to temporarily move that ball, causing his/her ball and another touched ball to move.
- a. After the Touch, Referee A is asked by the stroker to confirm whether the balls are in contact, and responds accordingly.
 - b. Referee A determines that the movement of the stroker's ball or a touched ball when the stroker temporarily moves the touched other ball is an invalid move, and returns the moved ball to where it was before it moved.
 - * If the stroker's ball and three or more touched balls contact each other and stop, the stroker can temporarily and simultaneously move two or more balls that are to be sparked later.
 - c. If Referee A determines that the location to which the stroker has moved a ball is interfering with the game, the referee can move the ball to another location.
 - * The time used in relocating the ball constitutes referee time.
 - d. If a foul occurs after the balls to be sparked second and third are temporarily moved by the stroker, Referee A returns the temporarily moved balls to where they were before being moved, and then addresses the foul.
 - e. If a sparked ball hits a ball that was temporarily moved, all balls that move as a result are seen as an invalid move, and are returned to their respective places before they moved by the chief referee or assistant referee (Article 11, Clause 2.1-(8) of the Rules).
 - * The sparked ball is placed where it came into contact with the ball that was temporarily moved.

(iii) The stroker's ball comes into contact with multiple touched balls and stopped.



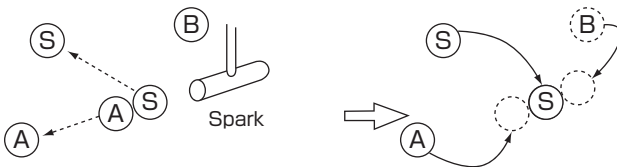
- The stroker temporarily moves the ball (B) which will be the second ball to be sparked in order to Spark ball (A).
- The stroker can temporarily and simultaneously move the balls (B and C) that are being stroked in the next two strokes in order to Spark ball (A).

If the referee determines that the position that the ball (B) has been temporarily moved to by the stroker will interfere with the game.



* Referee A repositions the other ball (B) that was temporarily moved.

When a sparking foul takes place after the stroker temporarily moves the ball (B).



* The chief referee and the assistant referee return the temporarily moved ball (B) to where it was before it moved, and then address the foul (makes the stroker's ball an out-ball).

Figure 25, What to do when a stroker temporarily moves a touched ball (Example)

- (iv) During an action on sparking, the stroker drops a touched other ball that he/she picked up, and that ball touches a gate (or goal-pole), as a result of which the stroker's ball or another ball, which is in contact with that gate (or goal-pole), is indirectly moved.

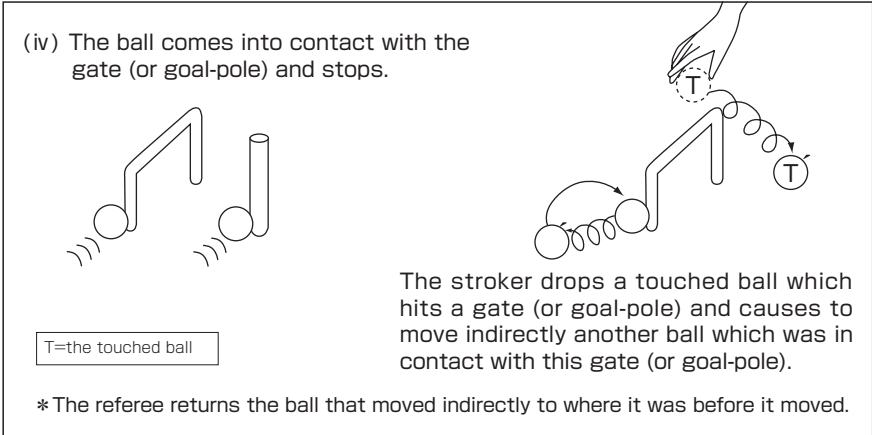


Figure 26, An invalid move caused indirectly by an action on Sparking (Example 1)

- (v) The stroker's ball and a touched other ball stop in contact with a gate (or goal-pole) and, during an action on sparking, the stroker picks up the touched other ball to indirectly move his/her ball.
- (vi) A touched other ball stops in contact with a gate (or goal-pole) with which another ball is also in contact, and the stroker picks up that touched ball during an action on sparking, resulting in the other ball in contact with the gate (or goal-pole) to be indirectly moved.

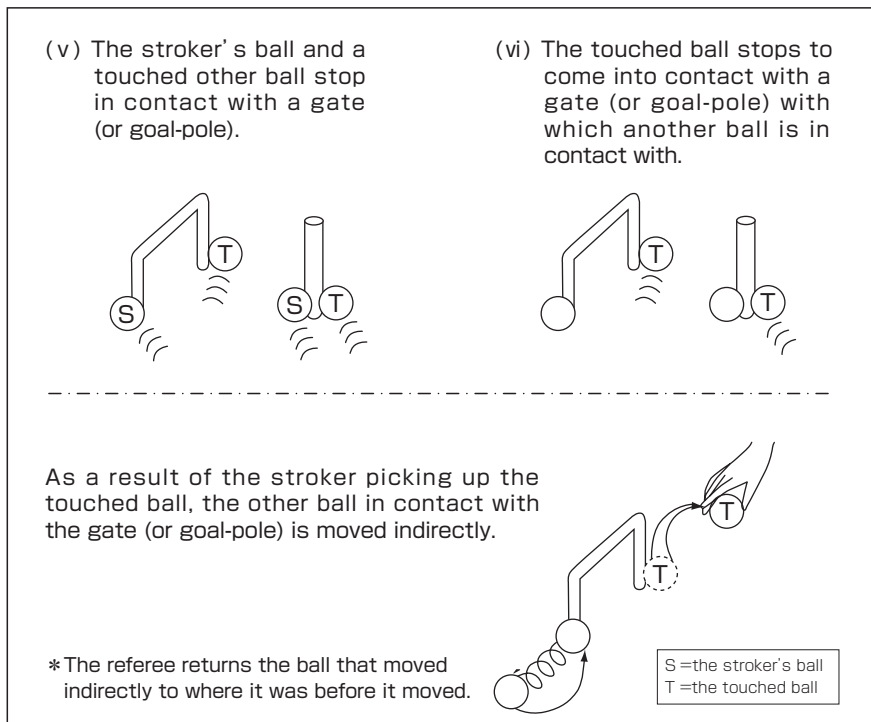


Figure 27, An invalid move caused indirectly by an action on Sparking (Example 2)

- 2) What to do when, after a successful Spark, a sparked ball comes into contact with the stroker's ball and then stops (Article 16, Clause 4.1-(6) and 4.2-(4) of the Rules).
 - (i) If, after a successful Spark, the sparked ball hits a gate or goal-pole and rebounds, and the sparked ball and the stroker's ball are in contact with each other and both balls stop as in-balls, Referee A shall announce "Foul."
 - a. The sparked ball is placed where it stopped in contact with the stroker's ball after sparking.
 - b. The stroker's ball becomes an out-ball from where it stopped in contact with the sparked ball after sparking.

- 3) What to do when the stroker's ball moves from under the foot (Article 16, Clause 2.2-(6) of the Rules).
 - (i) If the movement of the stroker's ball under the foot affects moves such as a pass through the gate, a finish (Agari), or a Touch, Referee A returns the stroker's ball to where it was before it moved.
- 4) If, after placing the sparked ball as an out-ball, Referee B has not moved to a position where he/she can make a decision on the movement of a ball as a result of continuous play (or a Spark), Referee A shall carry out the following:
 - (i) Ask the stroker to wait before stroking (or sparking).
 - a. The time a stroker is asked to wait before stroking (or sparking) constitutes referee time.
 - * Any play during that time shall be seen as invalid (Article 10, Clause 2 of the Rules).
 - (ii) Confirms that Referee B has moved, and then instructs the stroker to stroke (or spark) by saying "Proceed."

6. The Interaction Between the Chief Referee and Assistant Referee with Regards to Finished (Agari) Balls

- (1) Deciding on and announcing finished balls.
 - 1) Referee A decides on and announces a finished ball.
 - (i) Depending on the situation, Referee B can make the decision and the announcement.
- (2) Dealing with the finished ball.
 - 1) Once a stroker's ball has finished, the chief referee and assistant referee carry out the following, depending on the situation.
 - (i) The referee picks up the finished ball and hands it to the stroker whose turn has ended.
 - (ii) Notifies the stroker whose turn has finished to pick up the finished ball.
 - (iii) After the ball has achieved an "Agari," and the stroker gains the right for continuous play (or Spark), the referee can hold the finished ball and hand it to the stroker after his/her turn has ended.

- 2) If another ball moves as the result of a finished ball, the chief referee and the assistant referee return all the other balls that moved after the “Agari” to where they were before they moved.

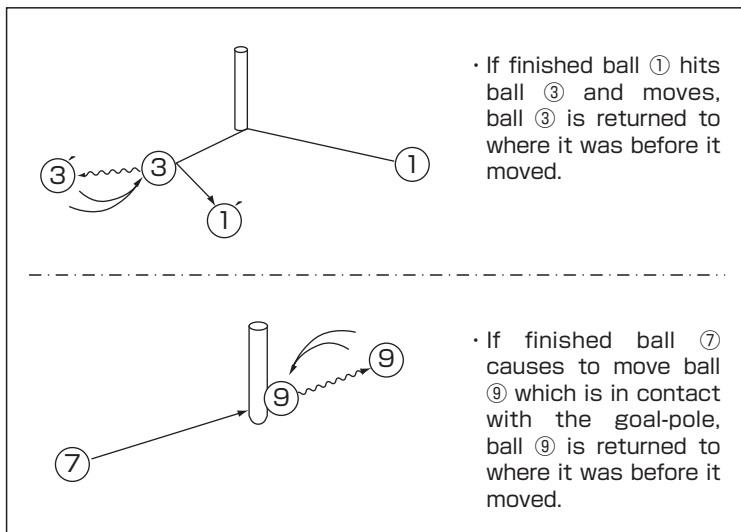


Figure 28, An invalid move by a ball that has finished (Example)

〔V〕 The Recorder**1. Duties of the Recorder**

- (1) Inspection of the ground.
- (2) Entering the necessary information into the record sheet (Refer Figure 29).
- (3) Confirming and repeating the announcement of a successful pass through the gate or finish.
 - 1) Complying with announcements by the chief referee and assistant referee, confirming and repeating the announcement, and placing a tick by the score on the record sheet.
 - (i) After the game has ended, adding up the points and handing the results to the chief referee and receive his/her confirmation.
- (4) Responding to any queries by the chief referee or assistant referee about the record sheet.
 - 1) Confirming the playing order and strokers.
 - 2) Confirming the score.
 - 3) Confirming player substitutions and advising the chief referee.
 - 4) Confirming records related to the gate line.
 - 5) Confirming absent players.
- (5) Advising and assisting the chief referee and assistant referee in relation to their decisions, announcements, calls, and implementation of measures.
 - 1) The recorder who realizes that a referee error has taken place must immediately advise and assist that referee.
- (6) Confirming a player substitution and advising the chief referee.
- (7) Counting game time.
 - 1) Game time is measured from the moment the chief referee announces "Play Ball."
 - 2) If the chief referee announces "Time" because of a game interruption, the recorder temporarily pauses counting game time.
 - 3) If the chief referee announces "Play" to resume the game, the recorder resumes counting the game time.

- (8) Announcing the progression of the game.
 - 1) “15 minutes left,” “10 minutes left,” “5 minutes left,” and “Time up” are each announced twice.
 - (i) The progression of the game should be announced loud enough to reach the entire court, and done so twice, facing one direction and then the other.
- (9) Deciding on, announcing, and implementing measures related to an out-ball.
- (10) Issuing a warning to those who are not observing the basic conditions to be observed by the manager and players.

2. The Location of the Recorder (Refer Figure 3)

- (1) In principle, the recorder shall be positioned in the outer field.
 - 1) The position should be one in which the progression of the game, such as a successful pass through the gate, can be easily confirmed.
 - 2) Depending on the situation, the recorder advises and assists the chief referee and assistant referee in the inner field.

3. Entering the Record Sheet (Example)

- (1) Details to be entered before the game:
 - 1) Competition name, venue name and date.
 - 2) Court number and game number.
 - (i) Either ‘game’ or ‘round’ to be circled.
 - 3) Name of the referee for that game.
 - (i) If a linesman is present, this is to be entered into the “Remarks” column.
 - 4) The coin toss.
 - (i) Place a tick in the appropriate box to show if the team that won the right to choose to lead or follow by the coin toss chose to lead or follow.
- 5) Details to be entered into the playing order sheet.
 - (i) Enter the team’s name.
 - (ii) Enter the names of the players, the substitute players, and the manager.
 - (iii) The captain’s playing order number (or the substitute player) is circled.

- (2) Details to be entered once the game has started:
 - 1) The time that the game started.
 - 2) The number of rounds.
 - (i) When the first player is called to stroke, the number of rounds is deleted with a tick.
 - 3) The score.
 - (i) Once a successful pass through the gate and a successful finish (Agari) is confirmed and the confirmation repeated, a tick is entered into the appropriate box.
 - 4) Any information related to the gate-line is entered (Refer Figure 30).
 - 5) Substitution of players.
 - (i) If there is a notification of a substitution, the substituting player is confirmed, and the playing order, and the number of substitution(s) is entered into the section on the appropriate substitute player as "XX (playing order) - XX (the number of substitution(s))."
 - (ii) When the chief referee announces the substitution, draw a line in the appropriate score section.
- (3) Details to be entered after the game:
 - 1) The time that the game ended.
 - 2) The points earned for each playing order.
 - 3) The overall score achieved by each team.
 - (i) The chief referee confirms the details in the record, and circles the winning team's total score.
 - 4) The captain's signature.
 - (i) The captain confirms the details of the record, and then adds his/her signature.
- (4) Other details to be entered.
 - 1) Tie-breaker.
 - (i) With the first round of the tie-breaker, the number of the player who achieved a successful pass through the first gate is deleted with a tick.
 - (ii) If the winner is not determined in the first round of the tie-breaker, the playing order to determine the winner is entered as "Round XX, number XX."

2) Remarks Column.

- (i) The name of the linesman.
- (ii) The time that the game was interrupted and the reason (Example - **: ** (hours and minutes), interrupted due to thunder storm).
 - a. The time that the game resumed following the interruption (Example - **: **, game resumed).
 - b. The reason why the game was postponed following the interruption (Example - Game postponed as the weather didn't improve).
 - c. The reason for a called game after the interruption (Example - Called game as the weather didn't improve).
- (iii) The time that the game was forfeited and why (Example - **: **, the team announced its intention to abandon the game).
- (iv) The time that a player became absent, his/her playing number, and the reason for the absence (Example - **: **, player number XX absent due to injury).
- (v) Others.

記録表 / SCORE SHEET

競技名 コート番号 開始時刻 : Start Court No.

会場名 年月日 試合 終了時刻 : End Match No.

先発チーム / Leading Team: **H. Family Club** 後発チーム / Following Team: **AB Bons**

No.	1G			2G			3G			4G			得点 Points
	上がり GP	得点 Points	下がり GP	上がり GP	得点 Points	下がり GP	上がり GP	得点 Points	下がり GP	上がり GP	得点 Points		
1	✓	✓	✓	✓	5	✓	✓	✓	✓	✓	✓	2	
3	✓	✓	✓	✓	2	✓	✓	✓	✓	✓	✓	2	
5	✓	✓	✓	✓	3	✓	✓	✓	✓	✓	✓	5	
7	✓	✓	✓	✓	0	✓	✓	✓	✓	✓	✓	3	
9	✓	✓	✓	✓	2	✓	✓	✓	✓	✓	✓	0	

先発チーム / Leading Team: **Paul Blair** 後発チーム / Following Team: **Jeff Bent**

No.	1G			2G			3G			4G			得点 Points
	上がり GP	得点 Points	下がり GP	上がり GP	得点 Points	下がり GP	上がり GP	得点 Points	下がり GP	上がり GP	得点 Points		
2	✓	✓	✓	✓	2	✓	✓	✓	✓	✓	✓	2	
4	✓	✓	✓	✓	2	✓	✓	✓	✓	✓	✓	2	
6	✓	✓	✓	✓	3	✓	✓	✓	✓	✓	✓	5	
8	✓	✓	✓	✓	0	✓	✓	✓	✓	✓	✓	3	
10	✓	✓	✓	✓	2	✓	✓	✓	✓	✓	✓	0	

選手交代 / Tiebreaker: 同点決戦 / Set-No. 2 選目 6 番

監督 / Manager: **Tomas Johnson** / **Rika Toyota** / **Bob Adams** / **Linesman, Amy Harris**

Check off one number each time the first player (Ichi-ban) is called to stroke.

After the coin toss, place a tick in the box of the team that won the right to choose to lead or follow.

When a substitution is notified, confirm the substituting player and note his/her playing order and the number of substitution(s) for that playing order.

Confirm the captain and indicate this with a ○ around the playing order.

Draw a line when the chief referee announces the substitution.

If a linesman is used, state so in the "Remarks" column.

Figure 29, Entering the record sheet (Example)

- (i) If a ball stops on the gate line, and the following applies, the recorder enters a small circle inside the box (upper left) in the score check column in the record sheet.
- When an in-ball moves from the back side so that it stops on the gate line of the gate that the ball is to pass through next.
 - When, as the result of stroking an out-ball, the ball stops on the gate line of the gate that the ball is to pass through next.
 - When, as the result of a foul after setting the balls following a Spark, the set ball is placed on the gate line of the gate that the ball is to pass through next.
- (ii) If the outer edge of the ball which has been entered into the record with a ○ then moves away from the gate line, a horizontal line is drawn through the ○ symbol. (⊖)

(Record Sheet)

	1G	2G	3G	上がり GP	得点 Points	1G
1	✓	⊖				2
3	✓	✓				
5	✓					
7	✓	○				
9						

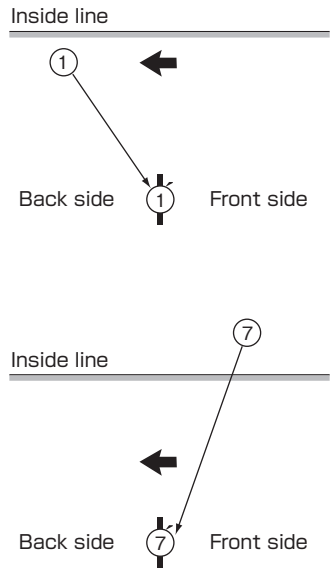


Figure 30, Record related to the gate line (Example)

[VI] Linesman

1. Duties of the Linesman

- (1) Inspection of the ground.
- (2) Advising and assisting the chief referee and assistant referee in relation to their decisions, announcements, calls, and implementation of measures.
 - 1) The linesman who realizes that a referee error has taken place immediately advises and assists that referee.
- (3) Deciding on, announcing and implementing measures related to out-balls.
- (4) Issuing warnings to those who are not observing the basic conditions to be observed by the manager and players.

2. The Location of the Linesman

- (1) In principle, the linesman is positioned in the outer field.
 - 1) The position should be one in which the progression of the game can be easily confirmed.
 - 2) Depending on the situation, the linesman advises and assists the chief referee and assistant referee in the inner field.

(VII) The Referee's Announcements, Notifications and Hand Indications (Gestures)

1. Guide to the Referee's Announcements, Notifications and Hand Indications (Gestures)

- (1) Guide to the referee's announcements, notifications and hand indications (gestures).
 - 1) Decisions should be made quickly.
 - 2) Notifications and announcements as well as hand gestures should not be made while walking or running.
 - (i) Hand gestures should be exaggerated and accurate.
 - a. Either hand can be used for hand gestures.
 - (ii) Announcements should be made in a loud voice.
 - a. In principle, when an announcement is made, the playing number of the corresponding player shall be announced first.

2. The Chief Referee's Announcements and Notifications

Situation	Start of the game (restart of the game)
Call	“Play Ball” (Play)



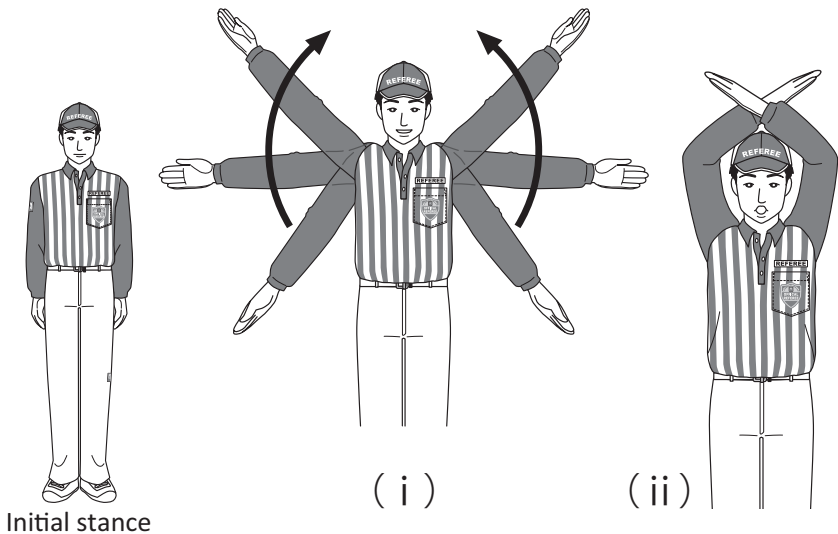
Initial stance

- (i) With the initial stance, announces “Play Ball.”
- (ii) Following the announcement of “Play Ball,” changes the direction to the 1st player and calls “Player No.1 (ichi-ban).” Refer [P94, Notification to Stroke].

Note

- The announcement of “Play Ball” is only the call (no hand gesture).
- Call out “Play” to announce of resuming the game (restart of the game).

Situation	End of the game
Call	“Game Set”



- (i) From the initial stance, open the palms of both hands, and, stretching both arms, raise the hands as though drawing circles in the air on the left and on the right with the fingertips.
- (ii) When the arms are straight up above the head, bend the elbows and cross the arms at the wrists.

Note _____

- The call is made together with the hand gesture.
- Gestures (i) and (ii) are carried out in a single move.
- The fingers should be close together.

Notification Notification to Stroke



• 1st player
(ichi-ban)



• 2nd player
(ni-ban)



• 3rd player
(san-ban)



• 4th player
(yon-ban)



• 5th player
(go-ban)



• 6th player
(roku-ban)



• 7th player
(nana-ban)



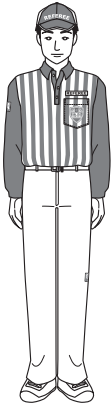
• 8th player
(hachi-ban)



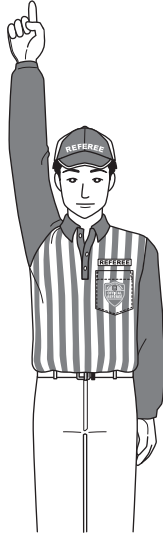
• 9th player
(kyuu-ban)



• 10th player
(juu-ban)



Initial stance



1st player~5th player



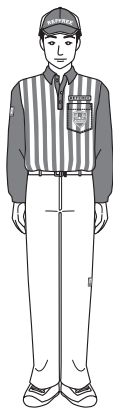
6th player~10th player

- (i) From the initial stance, use the fingers to indicate the playing order, and raise one hand (or both hands) to the front of the body while stretching the arm.
- (ii) Stretch the arms upwards so that both arms are vertical.

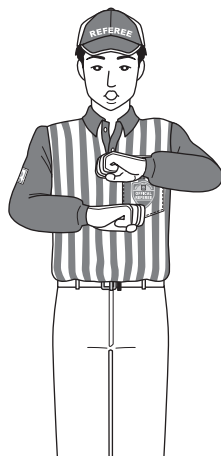
Note

- The call should be made together with the gesture.
- The fingers are spread out.

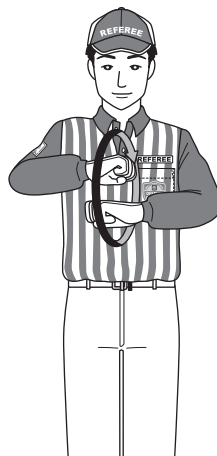
Approval	Player substitution
Call	“XX-ban, koutai”



Initial stance



(i)



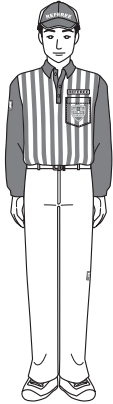
(ii)

- (i) From the initial stance, make a fist with both hands and raise them to the chest with the back of the hands facing up and the elbows bent.
- (ii) Rotate the fists around each other.

Note _____

- The call should be made together with the gesture.
- Gestures (i) and (ii) are carried out in a single move.
- Rotate both hands around each other two to three times.
- The hands can be rotated clockwise or anti-clockwise.

Situation	Interruption of the game
Call	“Time”



Initial stance



(i)



(ii)

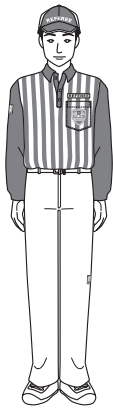
- (i) From the initial stance, with the palm of one hand facing down, raise the hand to the chest while bending the elbow.
- (ii) Place the palm of the other hand so that it is perpendicular to the horizontal arm and touches the palm of the horizontal arm with the fingertips.

Note

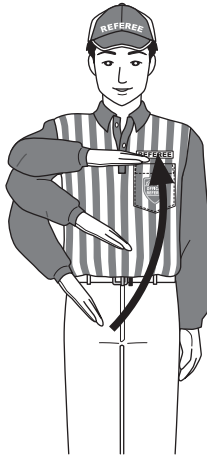
- The call should be made together with the gesture.
- Gestures (i) and (ii) are carried out in a single move.
- The fingers should be close together.

3. Announcements by the Chief Referee and the Assistant Referee

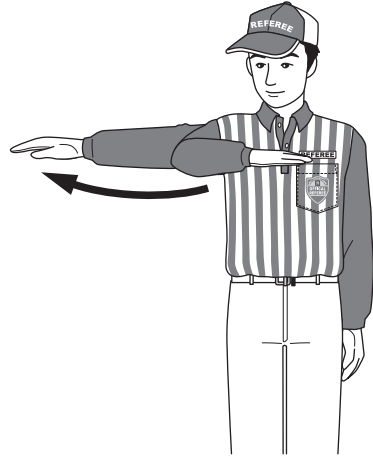
Decision	Successful pass through the gate
Call	“XX-ban, XX-gate tsuka”



Initial stance



(i)



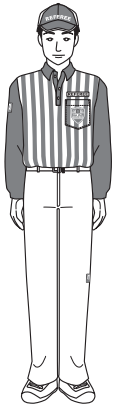
(ii)

- (i) From the initial stance, open one hand so that the back of the hand is facing up and, while bending the elbow, bring the arm horizontally to the chest.
- (ii) Move the raised palm horizontally in the direction of the pass.

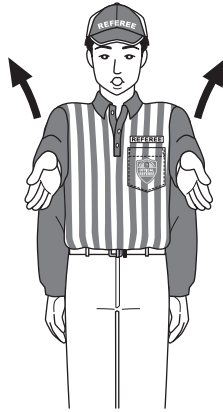
Note _____

- The call should be made together with the hand gesture.
- Gestures (i) and (ii) are to be carried out in a single move.
- The fingers should be close together.
- The face moves according to the movement of the ball (do not look away from the ball), prepare for subsequent event.

Decision	A successful “agari” (finished ball)
Call	“XX-ban, Agari”



Initial stance



(i)



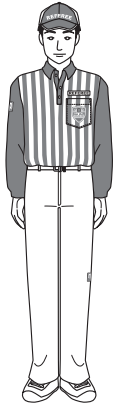
(ii)

- (i) From the initial stance, open both palms and raise them to the front of the body while stretching the arms.
- (ii) The arms are raised so that they form a V above the head.

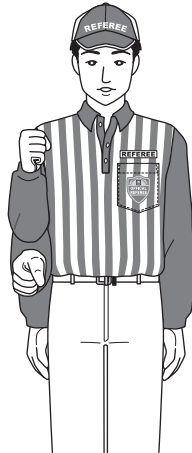
Note_____

- The call should be made together with the gesture.
- Gestures (i) and (ii) are to be carried out in a single move.
- The fingers should be close together.
- The palms should be facing each other.
- If the number of the finished ball is unclear, the referee can announce “Agari,” followed by “XX-ban.”

Decision	A successful Touch
Call	“XX-ban ni Touch”



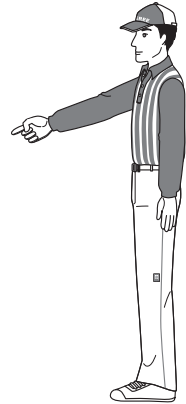
Initial stance



(i)



(ii)

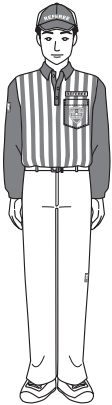


- (i) From the initial stance, form a fist, bend the elbow, and raise the fist to the shoulder.
- (ii) Stretch out the arm and use the index finger to point to where the Touch took place.

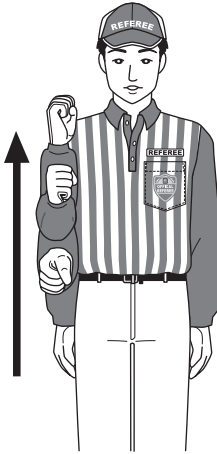
Note _____

- The call should be made together with the hand gesture.
- Gestures (i) and (ii) are to be carried out in a single move.
- Only one call is required even if several balls have been touched.
- If the number of the touched ball is unclear, the referee can announce “Touch,” followed by “XX-ban.”

Decision	Foul
Call	“Hansoku”



Initial stance



(i)

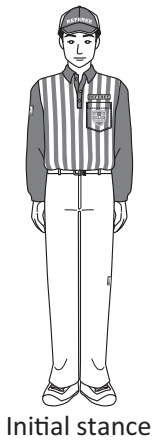
(i) From the initial stance, form a fist and raise it to the chin while bending the elbow.

Note

- The call should be made together with the gesture.
- The outer fist should point at the stroker who has committed the foul.
- The elbow should be held close to the body.

4. Announcements by the Chief Referee, the Assistant Referee, the Recorder and the Linesman

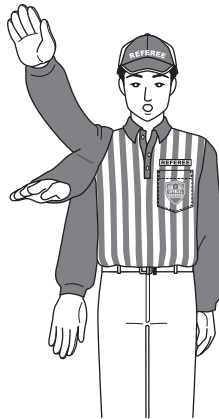
Decision	Out-ball
Call	“XX-ban, out-ball”



Initial stance



(i)



(ii)



(iii)

- (i) From the initial stance, the foot is used to stop the out-ball.
- (ii) One arm is raised to the front of the body while stretching the arm.
- (iii) The arm continues to be raised until it is pointing straight up.

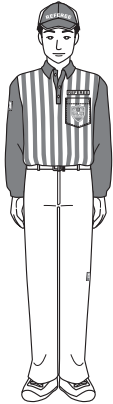
Note

- The call is made together with the hand gesture.
- Gestures (i), (ii) and (iii) are to be carried out in a single move.
- The fingers should be close together.
- If the number of the out-ball is unclear, the referee can announce “Out-ball,” followed by “XX-ban.”
- The out-ball is dealt with after the announcement.

5. Supplementary Gestures

Decision

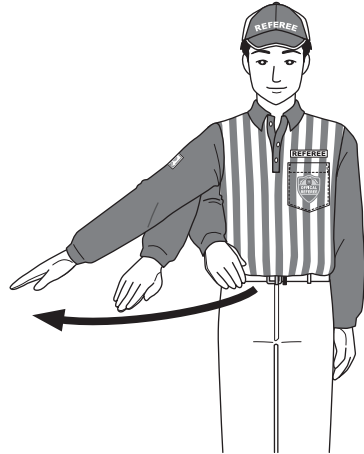
Safe



Initial stance



(i)



(ii)

- (i) From the initial stance, open one hand so that the palm is facing down, and place the arm in front of the body while bending the elbow.
- (ii) Open and stretch the same arm outward and put the palm diagonally in front.

Note

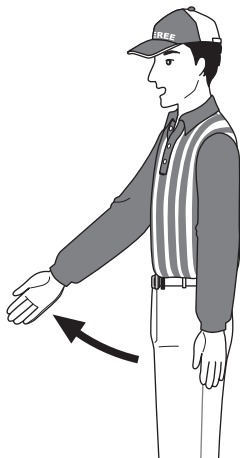
- The fingers should be close together.
- Gestures (i) and (ii) are carried out in a single move.

Situation

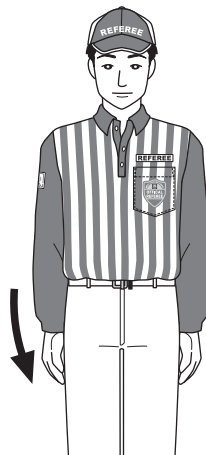
**Stroking or Sparking Standby
(permission)**



Initial stance



(i)



(ii)

- (i) From the initial stance, bring the arm out in front, pointing in the stroking direction, and get the player to standby for a stroke or Spark.
* Ask the player to “Wait” so that he/she stands by for the stroke or Spark.
- (ii) Return to the initial stance, and approve the stroke or Spark.
* Permit the player to stroke or Spark by saying “Proceed.”

Note

- The fingers should be close together.

6. Consecutive Calls

- (1) Guide for consecutive calls.
 - 1) If two or more decisions or calls have to be made on a single stroke, the calls are made in the order of play.
 - (i) When several calls are to be made, whoever is making the call returns to the initial stance each time before making a call.
 - (ii) If two or more decisions or calls occur at the same time or happen consecutively, the calls can be made consecutively.
- (2) Multiple out-balls.
 - 1) If several balls become out-balls with intervals between one out-ball and the next, “XX-ban out-ball” and “XX-ban out-ball” are announced separately and in the order that the balls become out-balls.
 - 2) If several balls become out-balls at the same time or one after the other, “XX-ban, XX-ban out-ball” is announced.
- (3) A ball that becomes an out-ball after passing through a gate.
 - 1) If there is an interval between a ball passing through the gate to it becoming an out-ball, “XX-ban XX-gate tsuka” and “XX-ban out-ball” are announced separately.
 - 2) If the ball becomes an out-ball immediately after passing through the gate, “XX-ban XX-gate tsuka, XX-ban out-ball” or “XX-ban XX-gate tsuka, out-ball” is announced in succession.
- (4) A ball that becomes an out-ball following a Touch.
 - 1) If there is an interval between a ball achieving a successful Touch and that ball becoming an out-ball, “XX-ban ni Touch” is called, after which “XX-ban out-ball” is announced.
 - 2) If a ball becomes an out-ball immediately after a Touch, “XX-ban ni Touch, XX-ban out-ball” is announced in succession.
- (5) A successful pass through the gate and a successful Touch.
 - 1) If there is an interval between a ball passing through the gate and that ball touching another ball, “XX-ban XX-gate tsuka” and “XX-ban ni Touch” are announced separately.
 - 2) If there is an interval between a ball touching another ball to that ball passing through a gate, “XX-ban ni Touch” and “XX-ban XX-gate tsuka” are announced separately.

- 3) If a ball touches another ball immediately after passing through a gate, "XX-ban XX-gate tsuka, XX-ban ni Touch" is announced in succession to indicate a successful pass through the gate and a successful Touch.
- 4) If, after a successful Touch, the ball passes through a gate, "XX-ban ni Touch, XX-ban XX-gate tsuka" is announced in succession to indicate a successful Touch and a successful pass through the gate.



An Explanation of Gateball Terminology

[A]

Abandonment of rights : If a team announces its intention to abandon the game, or a team has less than five players at the start of the game, the team is seen as forfeiting the game, resulting in the other team winning by forfeit.

Abandonment : A stroker may not abandon his/her right to a stroke or Spark (to forfeit his/her right).

Absence of players : If, during a game, a player from a team becomes absent (resulting in less than five players), the manager must immediately notify the referee of the absence, and the game continues with the playing order of the absent player recorded as an absent number. The ball belonging to the absent player remains as is, and any points gained by other stokers using the ball of the absent player are valid.

Absent number : When the player whose number corresponds to the playing order number is absent. Alternatively, his/her playing order number. An absent number is generated when a player is absent, or when the chief referee orders a player off the ground as a result of game interference.

Accredited : The World Gateball Union accredits members who have passed the International Referee Qualification Examinations and registered as an international referee.

Action/s : An action by a team for which the manager and captain are responsible. An action related to a Spark. An action for carrying out an effective stroke or Spark. An action by someone other than a stroker during an ineffective play. An action approved by the referee and included in referee time.

Advice : The chief referee and assistant referee advising on the position of the ball of the next stroker. The recorder advising the chief referee of a player substitution. The recorder and linesman advising the chief referee and assistant referee on a decision, announcement, notification or in handling or dealing with a ball.

Announcement : A referee gesturing and using his/her voice to convey, to the players and spectators, the progress of the game. However, in case of the announcement of “Play Ball (or Play),” only the call is required (no hand gesture).

Anti-doping : To be against the use of a drug in sports, or to prevent the use of drugs in sports.

Armband : A form of identification worn on the upper arm by the referee for a specific game and which conveys his/her role (chief referee, assistant referee, recorder, linesman).

Assist : The assistant referee assists the chief referee (helps the chief referee carry out his/her responsibilities). The recorder and the linesman assist the chief referee and the assistant referee on a decision, announcement, notification or in implementing measures.

Assistant referee : One of the referees of the game. Assists the chief referee. If the chief referee is unable to continue to carry out his/her responsibilities, the assistant referees can replace the chief referee.

Athletic shoes : Sports shoes that are flat so they do not damage the ground.

[B]

Back side : By the second line of the gate line of the first gate. By the third line of the gate line of the second gate. By the first line of the gate line of the third gate. ⇔ Front side.

Ball touch foul : A foul in which a stroker touches a ball on the court for any reason other than that permitted by the game rules.

Ball : The ball is spherical in shape, made of synthetic resin, with a diameter of 7.5cm (+/- 0.7mm) and weighs 230g (+/- 10g). The identical balls consist of five red balls and five white balls, or a total of ten balls. The red balls are marked with odd numbers 1, 3, 5, 7 and 9 in white, while the white balls are marked with even numbers 2, 4, 6, 8 and 10 in red.

[C]

Call : A referee gesturing and using his/her voice to convey, to the players and spectators, the progress of the game or his/her decision about a play or move.

- Called game** : A game that is interrupted after 20 minutes has passed since the start of the game and which can no longer be resumed is referred to as a called game, and marks the end of the game, and the winner of which is judged by the score at the time that the game was interrupted.
- Called to stroke** : A call by the chief referee for the next stroker to enter the court and play after the call to “Play Ball,” or after the stroker’s turn has ended.
- Captain** : The captain represents the players, and is responsible for the actions of and comments by the members of his/her team. The captain can concurrently take on the responsibilities of the manager.
- Chief referee** : One of the referees of the game and one that takes on the central role, leading the game in accordance with the game rules, and who has the authority to make decisions on issues arising during the game that are not covered by the game rules. Amongst the main responsibilities of the chief referee are announcing “Play Ball” and “Game Set” and deciding on the winner.
- Closed stance** : The stance taken by the stroker in which his/her body is closed (with the foot in the direction of the stroke in front of the other foot). ⇔ Open stance.
- Clothing** : During the inspection process before the start of the game, the chief referee confirms whether the uniforms are matching, whether the players are wearing athletic shoes, and whether the playing order number and the manager and captain’s forms of identification are worn on the designated location.
- Coin toss** : Conducted by the chief referee while preparing for the game, and a method of deciding the leading team and the following team. The leading team and the following team are determined by which side of the coin is facing up after the coin is tossed. The captain of the team which has won the toss gains the right to choose whether his/her team will be the leading or following team, while the captain of the losing the toss chooses the waiting area.
- Concurrently taking on the responsibilities and duties** : The captain can take on the responsibilities of the manager if there is no manager. Even if there is a manager, the captain can also take on the responsibilities and duties of the manager, following his/her directions.

Confirmation : A stroker may confirm, with the chief referee or assistant referee, any matters related to a successful pass through a gate, a successful finish (Agari), a successful Touch, or any matters related to whether the stroker's ball after a successful Touch is in contact with any touched ball/s or a touched other ball is in contact with any another ball/s. The time taken to confirm any of the above by the stroker is not included in referee time.

Contact : When a ball and a ball, a ball and a gate, or a ball and goal-pole are in contact with each other. To come into contact with.

Continuous stroke : Stroking one's own ball as a result of gaining the right for continuous stroke.

Corner : The corner where the first line and the fourth line meets is the first corner, followed, anti-clockwise, by the second corner, the third corner, and the fourth corner.

Counting 10 seconds : The stroker must stroke or spark within 10 seconds of being called to stroke, of gaining the right for continuous stroke, or of gaining the right to spark. Referee A counts the 10 seconds, and if a stroke or Spark does not take place within 10 seconds, this becomes a time over foul.

Court : A rectangular area bounded by the outside line and absent of obstacles.

Cylindrical shape : The stick head consists of one solid piece that is cylindrical in shape (in which the axis and the base are at right angles).

[D]

Decision : A decision by the referee on whether the movement of a ball is invalid. The decision on game interference. A decision on whether a ball has made a successful pass through the gate (gate tsuka), or achieved a finish (Agari). The decision on a Touch. The decision on an out-ball. A decision related to a foul. The manager can question the decision by a referee only if it this is carried out at the time of the decision. Those involved in the game must accept the referee's decision with a spirit of sportsmanship. The manager and players must not take any action aimed at influencing the referee's decision, nor take any action or adopt an attitude that is aimed at concealing a foul by his/her team.

Details to the points : If two teams are tied with an equal number of points, the winner is determined by the way the score has been achieved, in the following order:

- a. The team with the greatest number of balls that have finished (Agari) wins the game.
- b. If the same number of balls have finished, the team with the greater number of balls successfully passing through the third gate (gate tsuka) wins the game.
- c. If the same number of balls has finished, and the same number of balls has successfully passed through the third gate, the team with the greater number of balls that have successfully passed through the second gate wins the game.

Doping : To use, or conceal the use of, medication and other substances to improve one's athletic performance. Doping is a dishonest and dangerous act for the following four reasons, and is prohibited by the rules because of the negative effect it has on sports in general.

- a. Diminishes the value of sports.
- b. Is injurious to the health of athletes.
- c. Is against the spirit of fair play.
- d. Is an anti-social act.

According to the rules, doping refers to the use of substances and methods of administering substances that are on the prohibited list. If a prohibited substance is detected during a doping test, as a rule sanctions will apply even if the substance has been taken for therapeutic purposes. It is therefore important that players thoroughly understand the rules, and if a substance is necessary for therapeutic purposes, that the player discuss the matter with a sports doctor familiar with anti-doping regulations.

Draw / tie : If the final score of both teams is the same, and the winner cannot be decided by the details of the score, then the game can be declared a tie without holding a tiebreaker to decide the winner.

Duration of the game : The duration of the game is 30 minutes. If, however, a stoker is still playing 30 minutes after the start of the game, the game may extend past the 30 minutes. The game may end before the 30 minutes has passed if a team scores 25 points to achieve a perfect game.

[E]

Effective play : A proper play or a foul play.

End of stroke : A notification by Referee A to prevent a stroker, whose turn has ended, from stroking his/her ball.

End of the game : The conclusion of the game. The game ends when the chief referee announces "Game Set". ⇔ Start of the game.

Entry : The stroker can enter the court and play. During a game, only the players, managers, referees and other authorized persons are permitted to enter the free zone. ⇔ Leave.

Equipment : Equipment with which to play the game. Stick. Ball. During the inspection process before the start of the game, the chief referee confirms that the specifications of the sticks comply with those in the game rules. Once the players have lined up in their positions before the start of the game, the assistant referee then checks the playing order number and ball number.

Errors : Referees must avoid obstructing or interfering with a game as a result of a refereeing error (to make a mistake related to an announcement, a decision, a call or dealing with a situation).

Exchange : A stroker can approach the referee and request an exchange of the stick. At this point, the stroker can only carry one stick onto the court, and the stick to be exchanged is restricted to one that has already been inspected before the start of the game. If there is a problem with the ball during the game, the referee shall immediately exchange the ball.

Exit : To leave the ground. If, due to game interference, the chief referee instructs the stroker to exit the ground, the ball belonging to the exiting player is removed from the field, and that player's playing order number becomes an absent number, but the points gained until that point remain valid.

[F]

Face : A part of the stick. The base on both ends of the cylindrical head. The surface of both ends of the head that is parallel to the shaft, with the short axis a minimum of 3.5cm, and the long axis a maximum of 5cm. The surface used to stroke the ball.

Fair play : An open and sporting attitude during the game. Acting fairly and with impartiality.

Field : The surface inside the court (within the outside line). The field is divided into the inner field and the outer field.

Finish (AGARI) : The announcement by the chief referee or assistant referee when a successful finish has been achieved. A successful finish is when an in-ball which has made a successful pass through the third gate then hits the goal-pole. Two points are added for a successful finish.

Following team : The team playing with white balls, with even numbers displayed in red, plays after the leading team. ⇔ Leading team.

Forfeit : Forfeiting the stroker's right. Forfeiting the game.

Forfeit : If the game is being abandoned or it becomes apparent that there is a case of non-eligible participation, or if, during game interference, the player refuses to play despite being ordered to do so by the referee, the game is forfeited by the chief referee and the other team wins.

Foul play : A play by the stroker that constitutes a foul.

Free zone : The area established on the outside of the court to ensure the smooth progress of the game. Where the waiting area and the scoreboard have been set up.

Front side : By the fourth line of the gate line of the first gate. By the first line of the gate line of the second gate. By the third line of the gate line of the third gate. ⇔ Back side.

[G]

Gaining the right for continuous stroke : The right for continuous stroke is gained in the following cases where all the balls inside the inner field stop:

- a. When the stroker's ball makes a successful pass through a gate and stops as an in-ball.
- b. When a Spark is made successfully.

Game in progress : The time from when the chief referee announces "Play Ball" to when he/she announces "Game Set."

Game set : The gesture and announcement made by the chief referee at the end of the game, or after a perfect game has been achieved and when the last stroker's turn has ended. ⇔ Play ball.

- Game** : When two teams compete to win by following the official gateball rules.
- Gap** : An act related to sparking in which the balls are set even if there is a gap between the touched other ball and the stroker's ball that allows a Spark to be carried out.
- Gate line** : An imaginary line that joins the back side of the two legs of the gate.
- Gate TSUKA or Pass** : When a ball moves from the front side to the back side to completely pass over the gate line.
- Gate TSUKA** : The announcement made by the chief referee or assistant referee after a successful pass of the ball through the gate. A gate TSUKA takes place when the ball moves from the front side to the back side to pass through the first, second and third gates, in that order, to completely cross over the gate line for the first time. One point is added for a successful pass through each gate.
- Gate** : There are three gates in a court, consisting of the first gate, the second gate and the third gate.
- Gesture** : The gesture carried out by a referee during an announcement or call.
- Goal-pole** : A pole, 2cm (+/- 1mm) in diameter, in a color that is easily identifiable on the court, and erected in the center of the court at right angles to the ground, and at a height of 20cm above ground.
- Grip** : A section of the shaft of the stick. The part where the stick is gripped, or the way that the stick is gripped.
- Ground rule** : A rule that is applied depending on the condition of the ground. A special rule that is applied to enhance the unique characteristics of the game.
- Ground** : Venue where the game is played. The court and free zone (It can also refer to the viewing stand).

[H]

- HANSOKU (foul)** : An announcement by the chief referee or assistant referee after a play by a stroker that constitutes a foul (in violation of the game rules).

Head : The obverse side of the coin. The section of the stick other than the shaft. The stick head consists of one solid piece that is cylindrical in shape, with the surfaces on both sides that are parallel with the shaft called the face, and the sides that are perpendicular to the shaft called the side face. The short axis of the face is a minimum of 3.5cm, and the long axis a maximum of 5cm. The side face is 18cm to 24cm in length.

[I]

Identification : The manager and captain must each wear a form of identification on the upper arm.

Implementation of measures : Placing a ball in the correct position following a foul, an invalid move, or out-ball in accordance with the game rules. To apply a penalty to a team that has interfered with the game.

In-ball : A ball that is in the inner-field after making a successful pass through the first gate. An out-ball becomes an in-ball when it is stroked into and stops inside the inner field. ⇔ Out-ball.

Indirect : A ball that is moved indirectly by hitting soil or grass with the stick represents an invalid move.

Ineffective play : A stroker's play during referee time. An act by anyone other than the stroker.

Influence : The manager and players must not attempt to influence the referee's decision, or act in a way that aims to conceal a foul or violation by his/her team. If, during a Spark, the stroker's ball moves away from underneath his/her foot to result in that ball influencing a pass through a gate, a successful finish or a Touch, the referee returns the stroker's ball to where it was before it moved.

Inner edge : The inner edge of the outer field, and lies on the boundary with the inner field. Inner circumference.

Inner field : A rectangular section of the court (field) that is 15m long and 20m wide, the outer edge of which is defined by the inside line.

Inside line : The inside line is 5cm wide, in principle, and in a color that contrasts with the court so that it is easily identifiable, and lies within the inner field and along the outer edge of the inner field (along the inner edge of the outer field).

Interruption of the game : If a game cannot be continued due to a sudden change in weather conditions, an emergency or other reasons, the game can be temporarily interrupted by the chief referee announcing "Time."

Invalid moves : All balls that have made an invalid move are returned to the positions they were in before the invalid move.

[K]

KOUTAI (substitution) : The announcement by the chief referee of a player substitution. The replacement, with a substitute player, of a player who is already playing in a game. A player substitution is approved as follows: The manager notifies the recorder of the substitution, and the recorder then advises the chief referee of the substitution, after which the chief referee approves and then announces the substitution. A player substitution is not approved if the notice of substitution is received after the player to be substituted strokes but before his/her turn is over, or if, when the player that is to be substituted is called to stroke, the substitute player who is about to enter the ground is not wearing the corresponding playing order number.

[L]

Leading team : The team playing with red balls, with odd numbers displayed in white, plays first. ⇔ Following team.

Leave : To leave the court. Any players whose turn has finished must leave the court immediately.

Line : The inside line. The outside line. The line bounding the start area. The gate line (virtual). In an anti-clockwise direction from one 15m side, each side of the inner field is referred to as follows: the first line, the second lines, the third line, and the fourth line.

Linesman : Can be included as one of the referees if necessary. The main duties and responsibilities of the linesman are to advise and assist the chief referee and assistant referee, and to make a decision on, announce and deal with out-balls.

Long axis : The longer axis of the stick face. For example, the longer axis when the stick face is elliptical. The long axis of the stick face shall be 5cm or less. ⇔ Short axis.

[M]

Manager : A team can have one dedicated manager who heads the team and who is responsible for the actions of and comments by the members of his/her team.

Marker : A tool to mark the position of a ball that is being temporarily moved (by marking the original position of the ball). Some markers can also be used as a coin.

Measuring : The process in which Referee A counts 10 seconds without using a device. Alternatively, the process in which the recorder measures the duration of a game using a clock or a similar device.

Missing the step : To fail to step on the ball. A move related to sparking when the stroker, when stepping on his/her ball and then attempting to remove the foot from the ball, misses the ball, resulting in the ball moving away from under the foot, and which is a sparking foul.

Move : If something comes into contact with a ball, or if there is contact with something that is in contact with the ball, this is regarded as a move even though the ball may appear to be in the same position.

Movement of the ball : Any movement of a ball resulting from an effective or ineffective play. The movement of a ball can be valid or invalid.

[N]

Non-eligible participation : The following situations represent non-eligible participation, resulting in the game being forfeited and the other team winning.

- a. If anyone other than those listed in the playing order sheet plays in the game.
- b. If a player plays with equipment and/or uniform that does/do not comply with the requirements of the inspection held before the start of the game.
- c. If a player who has already been substituted plays again during the same game.

Number indicating playing order : Starting players and substitute players entering the court must wear a playing order number, 10cm in height, on the front and back of the shirt, or on the chest.

Number : A number, the size of which is less than 10cm x 10cm, is attached to the top of each gate.

[O]

Observing : The manager and players must understand and observe the official gateball rules. If there is a necessity to set up ground rules, the manager and players must also understand and observe these rules.

Obstruction and hindrance : The scoreboard is set up in a location that does not obstruct the game and which is in full view of both teams and spectators. The players must not wear anything that may hinder or obstruct the game. The stroker can ask the referee to temporarily move a ball that may hinder a successful pass of the ball through the first gate. If, after touching a number of balls, the stroker's ball comes into contact with a number of balls and then stops, the balls that are to be sparked second and thereafter are moved by the stroker to a location that will not hinder the game. If a stroker decides that the out-ball will hinder the game, he/she can ask the referee to temporarily move that ball.

Open stance : The stance taken by the stroker in which his/her body is open and facing in the direction of the stroke (with the foot in the direction of the stroke pulled back). ⇔ Closed stance.

Order : The playing order of the stokers.

Other ball/Ball other than the stroker's ball : The nine balls other than the stroker's ball. ⇔ The stroker's ball.

Out-ball stroking foul : A foul resulting from the stroker stroking an out-ball which ends up hitting another ball.

Out-ball : A ball that is moved into the outer field as the result of a proper stroking by the stroker, or a ball that did not enter the inner field when stroked as an out-ball, or a ball that is placed in the outer field as the result of a foul play or play interference by a stroker. ⇔ In-ball.

Outer edge : The outside edge of the field, inner field, or outer field. The outer edge of the ball. The periphery.

Outer field : A fixed area 1m in width, in principle, which forms a part of the court (field), the outer edge of which is the outside line and the inner edge of which is the inside line. The width can vary between 50cm and 1m.

Outside line : The outside line should be wide enough to be visible and in a color that contrasts with the court so that it is easily identifiable, and lies within the court and along the outer edge of the court (outer field).

[P]

Perfect game : A game in which a team has scored 25 points.

Placing an out-ball : The act of placing a ball that has entered the outer field as the result of a proper play by the stroker at the point created by drawing a vertical line from the point where the ball passed the inside line towards the outer field, with the outer edge of the stroker's ball 10cm away from the outside line. The act of returning a ball which did not enter the inner field as the result of stroking the out-ball to where it was before it moved. The act of placing the ball of a stroker whose play represents a foul at the point beyond the inside line closest to where the foul took place, or where the stroker's ball stopped moving, with the outer edge of the stroker's ball 10cm away from the inside line towards the outside line.

Play ball : A call by the chief referee to announce the start of the game. ⇔ Game set.

Play interference : It is deemed play interference if the manager or player of a team does not comply with "the basic conditions to be observed by the manager and players" despite having been ordered to do so by the referee, or the referee determines that a manager or player is interfering with the game.

Play : The act of the stroker entering the court and playing in the game. Call made by the chief referee when a game is about to resume.

Player : Five players and up to three substitute players. A player who has been called to stroke is called a stroker (the next player to stroke).

Playing order number (Abbreviation - Order) : The stroking order. The stokers play in order, starting with player number one through to player number ten.

Playing order sheet : A sheet that includes information such as the name of the manager, the playing order and names of the starting players, and the name/s of the substitute player/s, and is submitted by the captain to the referee before the start of the game.

Points : One point is given for a successful pass through the first gate. Another point is given for a successful pass through the second gate, or a total of two points. Another point is then given for a successful pass through the third gate, or a total of three points. Another two points are given for successful finish (Agari), or a total of five points.

Postponement of the game : The game shall be postponed if that game is interrupted before 20 minutes into the game and the game cannot be resumed, in which case that game is then replayed in its entirety.

Preside : The chief referee presides over (is central to) the game, and ensures that the game is played in accordance with the rules.

Proper play : The act of correctly stroking the ball, and the actions involved in realizing this. The act of correctly sparking the ball as well as the actions involved in realizing this.

Pushing : A method of stroking in which the stoker uses the stick face to push the ball forward, with the stick face remaining in contact with his/her ball. Pushing is a stroking foul.

[Q]

Question : The manager can question the decision by a referee only if it this is carried out at the time of the decision. The time taken to ask a question is not included in referee time. The manager cannot ask any another questions once the referee has responded to that question.

[R]

Record sheet : The sheet used to record the proceedings and scores of a game.

Recorder : One of the referees of the game. The recorder's main duties are to advise and assist the chief referee and assistant referee and to enter the necessary information into the record sheet.

Referee A : A referee whose main role is to decide on a stroker's move, and is positioned front of the stroker.

Referee B : The referee whose main role is to make a decision on the movement of the ball. He/she is positioned in the direction of the stroke.

Referee time : The time required by the referee to make a decision on an action during a game. Referee time is excluded from the 10 second count, but is included in the game time. The time from the end of a stroker's turn until the next player's turn is announced. The time that the chief referee or assistant referee makes the stroker wait before a stroke or a Spark. The time taken by the chief referee or assistant referee to temporarily move a ball and the time to return the ball that was temporarily moved to where it was before it was moved. The time taken by the chief referee or assistant referee to return a ball that has made an invalid move to where it was before it moved. The time taken by the chief referee or assistant referee to check the game record sheet. The time taken to approve and announce substitutions. The time taken by the chief referee or assistant referee to respond to a question by a manager or a confirmation by a stroker. The time required to exchange a ball. The time taken by the referee to repair the ground.

Referee : A person who makes decisions on the progress of the game, a stroker's play, or the result of the game. Referees consist of the chief referee, assistant referee and recorder, with a linesman as well if necessary.

Remarks : To enter any special items in the Remarks column of the record sheet to convey its importance. The name of the linesman, the time of and reason for a game interruption, the time of and reason for a forfeited game, the time and playing order number of and reason for an absent player, and any other special items are entered into the Remarks column.

Restart of the game : If a game can be resumed after being temporarily interrupted, then the game resumes after the chief referee announces "Play."

Re-stepping : A move related to sparring, in which the stroker removes his/her foot from his/her ball and then steps on the ball once again.

Right to spark : The right to spark is gained after a successful Touch, and after the stroker's ball and the touched other ball have stopped moving as in-balls, and all the balls in the inner field have stopped moving.

Rights as a stroker : The right of a stroker to enter the court and play begins with the player being called to stroke and ends when the stroker has not gained the right for continuous stroke nor the right to spark, and all the balls inside the inner field have stopped moving, with all the moves valid, or when a stroker carries out a move which constitutes foul play.

Round robin tournament : A tournament in which all participating teams or contestants plays against all other teams or contestants in the same group at least once. An all-play-all tournament, group tournament.

Round : The process of players number one through to ten playing their turn constitutes one round. The second round begins when player number one becomes the stroker for the second time.

[S]

Scale : A measuring card, 7.5cm x 10cm, used to accurately carry out a temporary move of a ball that is obstructing a pass through the first gate, or to make an accurate decision on a successful Spark.

Scoreboard : A board that displays the score of both teams. It is located in the free zone in a location that does not impede the game and in full view of both teams and spectators.

Set : A move related to a Spark, in which the stroker steps on his/her ball when the ball is stationary, and places the touched other ball in contact with the stroker's ball in the inner field.

Shaft : A section of the stick. It is secured at the mid-point of the side-face and is 50cm or more in length, including the grip.

Short axis : The shorter axis of the stick face. For example, the shorter axis when the stick face is elliptical. The short axis of the stick face shall be 3.5cm or more. ⇔ Long axis.

Shortest route : The chief referee or the assistant referee takes the shortest route to arrive at a position that will enable him/her to decide on the play by the next stroker.

Side face : A section of the stick. The two faces of the cylindrical head. The side of the head that intersects with the shaft at a right angle, and that is 18cm to 24cm in length.

Sign : Once the chief referee decides and announces the winner, he/she gets the captains of both teams to sign the record sheet.

Sparking foul : A foul in which a stroker makes a move during a Spark that is not permitted by the game rules.

Sparking : To move another ball as the result of the impact of stroking one's ball after the balls have been set. After a successful Touch, and the stroker's ball and the touched ball have stopped moving as in-balls, the act of the stroker stepping on his/her ball so that the touched ball is in contact with his/her ball in the inner field, and stroking his/her ball so that the impact causes the other ball to move.

Sportsmanship : An attitude worthy of a sportsman, in which the game is played with openness and fairness.

Square stance : The stance taken by the stroker when stroking the ball, in which the body is parallel to the direction that the ball is being stroked in (in which both feet are parallel to the direction that the ball is being stroked in).

Stance : The way the legs are opened, the pose taken during a stroke or Spark.

Start area : The start area is a 2m long rectangle in which the stroker's ball is placed at the start stroke. A part of the inside line and a part of the outside line form the longer sides, and the shorter sides should be wide enough to be clearly visible, while the color should be easily identifiable on the court surface. The line defining the shorter sides lies inside the start area along its outer edge.

Start of the game : The beginning of the game. The game starts when the chief referee makes the "Play Ball" announcement. ⇔ End of the game.

Start stroking : The stroker manually placing, inside the start area, his/her ball which is yet to pass through the first gate, and then stroking that ball.

Starting player : The player at the start of the game. The first player to stroke. There are five starting players in a team. ⇔ Substitute players.

Starting point : The starting point for counting 10 seconds is either when the stroker is instructed to stroke, when the right for continuous stroke is gained, or when the right to spark is gained.

Stationary ball : A ball that lies stationary on the field.

Stepping and twisting : A move related to sparking in which the stroker's foot is on his/her ball, and the stroker does not remove his/her foot, instead twisting the foot to change direction.

Stepping : A move related to sparking, in which the stroker steps on his/her ball.

Stick : A T-shaped stick comprising a head and shaft. Equipment used by the stroker when stroking or sparking.

Stroker (called to play next) : A player who is called on by the referee to stroke. A stroker. A player who enters the court to play.

Stroker : A player who is called on by the referee to stroke. A player whose turn it is to stroke next. A player who enters the court to play.

Stroker's actions on sparking : The series of moves that begins when all the balls in the inner field have stopped moving after a successful Touch and ending with the stroker removing his/her foot from his/her ball after the successful Spark.

Stroking foul : A foul related to stroking that contravenes the game rules.

Stroking twice : When the face of the stick touches the stroker's ball twice during on the same swing. Stroking twice is a stroking foul.

Stroking : The stroker using the face of the stick to stroke one's own stationary ball.

Substitute captain : If the captain is not able to perform his/her duties because of an emergency, the manager appoints one of the other players to be the substitute captain, and this is then conveyed to the referee.

Substitutes : A team comprises five players and up to three substitute players. The substitute player entered in the playing order sheet can only be a substitute once after the playing order sheet is submitted.

Successful : A successful play or move. Used to refer to "a successful" pass through the gate (TSUKA), finish (Agari), perfect game, Touch, Spark or, in the case of a game, the "realization" of that game.

Swing : To swing the stick.

[T]

Team : A group of players who play together in a game. A gateball team consists of five players and three or less substitutes, of which one is a captain, while there can also be a dedicated manager.

Temporarily move : To remove a ball, corresponding to the following examples, to a location that will not affect the game.

- a. A ball that will obstruct a pass through the first gate.
- b. After touching a number of other balls, if the stroker's ball is in contact with a number of balls that it touched, the balls that will be sparked second and thereafter.
- c. An out-ball that the stroker determines will obstruct the play.

The stroker's ball : The ball with the same number as the playing order number. Player number one's ball is therefore Ball number one. ⇔ Other ball/s.

Tie-breaker : If both teams have scored the same number of points, and the winner cannot be decided on by the details to the points, the players who were playing at the time that the game ended take turns, from 1 to 10, to compete in passing the ball through the first gate, with the team with the most number of balls declared the winner. If the winner is not determined even after a tiebreaker, player number 1 and player number 2 according to the playing order sheet then compete for a successful pass through the first gate, and the team of the player who first achieves a successful pass becomes the winner. If a winner still cannot be determined, the next two players according to playing order will compete one on one in attempting to successfully pass through the first gate. The process continues until a winner can be determined.

Time over : A foul resulting from a ball not being stroked or sparked within ten seconds.

Time up : The game ends 30 minutes after the start of the game.

Time : If a game cannot be continued due to a sudden change in weather conditions, an emergency or other reasons, the game can be temporarily interrupted by the chief referee announcing "Time."

Toss coin : A coin used for a coin toss. Some coins can also be used as a marker.

Toss : To throw a coin or similar into the air to decide whether to be the leading team or the following team or select the waiting area, based on what side of the coin is facing up.

Total points/team points : The total number of points scored by each team at the end of the game.

Touch : A Touch occurs when the stroker's ball that is an in-ball is stroked and moves to touch another ball.

Touching the same ball twice : A foul where, during a continuous stroke, the stroker strokes and touches a ball that has already been sparked.

Tournament : In most cases, a knockout series. During a tournament, the contestants or teams continue to play as the losing contestants or teams are eliminated, and the two contestants or teams that remain at the end play against each other to determine the winner. A single elimination tournament.

T-shaped instrument : Shaped like a T. The shape formed by the stick shaft and head.

[U]

Under the foot : Under the shoe.

Uniform (Players) : All players belonging to a team must wear matching uniforms (with matching sportswear).

Uniform (Referee) : The clothing to be worn by referees. During official tournaments, the chief referee, assistant referee, recorder and linesman must wear matching referee uniforms as stipulated by the World Gateball Union or member organization.

[V]

Valid moves : All movements of a ball as the result of a proper play by the stroker shall be valid, other than those movements that are invalid.

[W]

Waiting area : An area established inside the free zone for the managers and players of both teams to stand by in. The waiting area has seats (benches, chairs, etc) for the managers and players.

Warming up : Warming up exercises carried out before a game.

Warning : If a manager or player does not comply with "The basic conditions to be observed by the manager and players," the referee warns the person involved or the applicable team, to prevent play interference.

WORLD GATEBALL UNION (WGU)

<http://gateball.or.jp/wgu/>

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