



Subbuteo.
HOCKEY

Rules Handbook



Subbuteo. **HOCKEY**

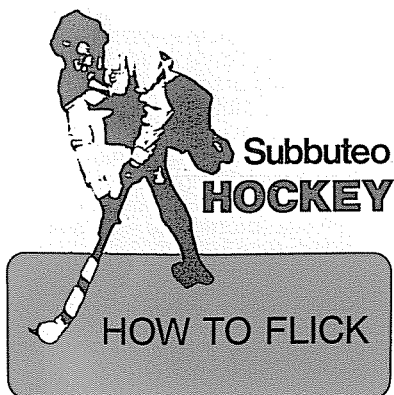
Hockey is a very old game; in fact a stick game very like hockey is recorded as having been played by the Persians, Greeks and Romans. The modern game of hockey was introduced into England in about 1875 and remains today as one of the few purely amateur sports.

Hockey is played by two teams of eleven players usually in the following formation — five forwards (centre forward, left and right inners, left and right wings), three half backs, two backs and a goalkeeper.

The aim of the game is to score goals by sending the ball between the goal posts, the ball having been struck by the attacking team from inside the goal circle. The ball may only be hit with the face side of the stick and may not be thrown or kicked. The exception to this is in goalkeeping where the goalkeeper is allowed to kick the ball.

Subbuteo Sports Games Ltd have now created the table top version of women's hockey that will enable you to recreate all the thrills and excitement of real hockey.

The general rules of play are basically the same as those created by The All England Women's Hockey Association, with necessary additions and amendments to govern their application to Subbuteo Table Hockey.

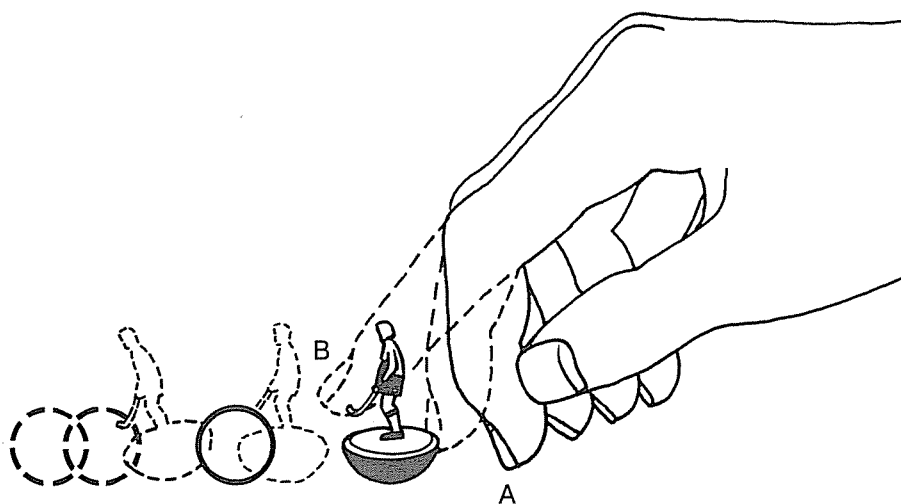


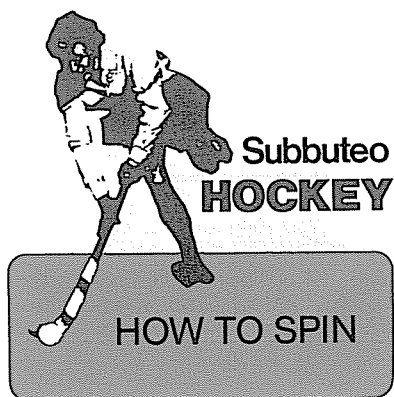
Always get behind the figure you are going to use. Place the first or second finger of whichever hand comes most naturally behind the base of your figure as shown in position A.

Pressing down slightly on the pitch with the tip of your finger, flick at the figure. The harder you press down when you flick the harder you will hit the ball. This is particularly useful when shooting for goal. When passing, however, you would flick much more gently for greater accuracy.

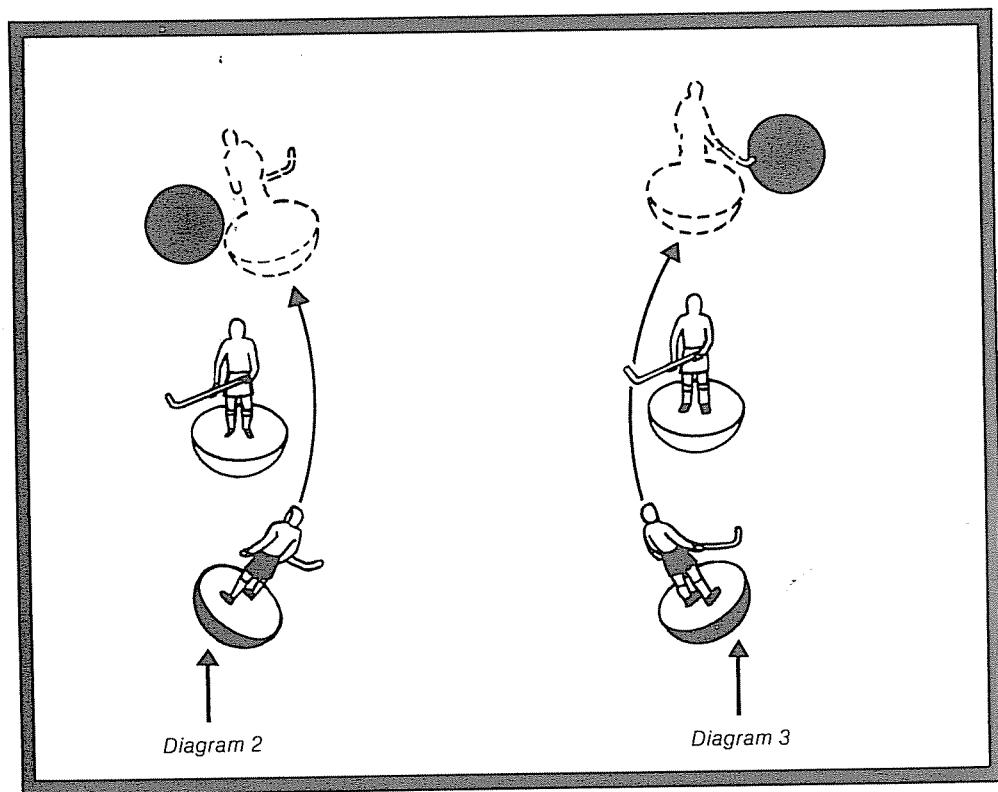
Note, in position B, the position of the finger after the flick has been completed. At no time has the thumb been used as a spring — this is not allowed.

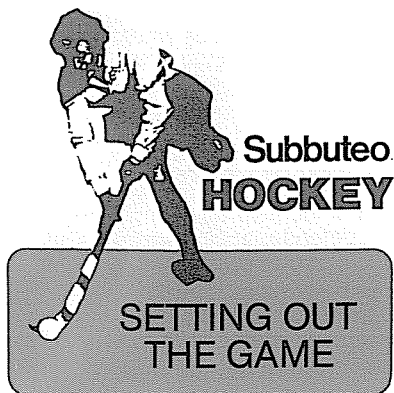
Diagram 1





Subbuteo Table Hockey is based on the skill of the player, using the 'flick to hit' principle, carrying the ball at the base of the playing figure. This method enables the skilful player with practice to propel the figures in such a manner that they can 'weave' and 'swerve'. To do this the base of the figure should be propelled lightly with the hand held upright or on its side, according to position. To spin to the right you 'propel' the left side of the base. To spin to the left you 'propel' the right side of the base. See *diagrams 2 and 3*.





Subbuteo HOCKEY

SETTING OUT THE GAME

The Subbuteo Hockey playing pitch is marked out to give a replica of the official hockey pitch. The game should be played with the playing pitch laid out on a table or board larger than the overall size of the pitch so that there is reasonable free space outside the playing lines.

The goals should be placed at each end of the playing pitch in the position marked on the goal line, and the teams then set out. The conventional formation of the teams at bully-off is as shown in *diagram 4* with five forwards, three half backs, two backs and a goalkeeper.

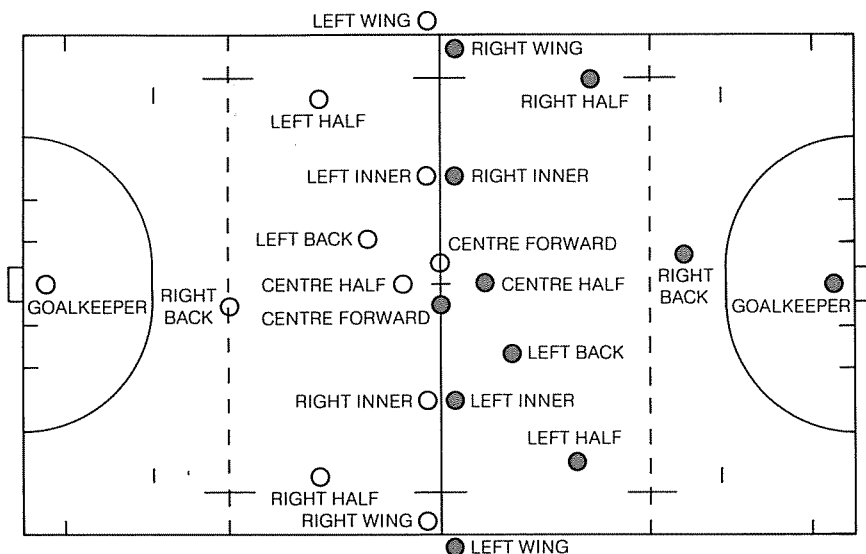
The **Centre Line** indicates the division of the field into two equal halves for the purpose of:

- (a) Centre bully — when all figures except the two taking the bully must be in their own half of the field until the ball is in play.
- (b) Off-side — a figure cannot be off-side in its own half of the field.

The **Side Lines** mark the width boundaries of the field. When the whole ball passes out of play over either of these side lines, a push-in is taken by a figure of the team opposed to that of the figure who last touched it.

Diagram 4

TEAM FORMATIONS



(a) A 14.63 m (16 yd) hit out if the ball was last hit by an attacker or, if the ball was last hit unintentionally by a defender from a distance of 22.9 m (25 yd) or more from the goal line.

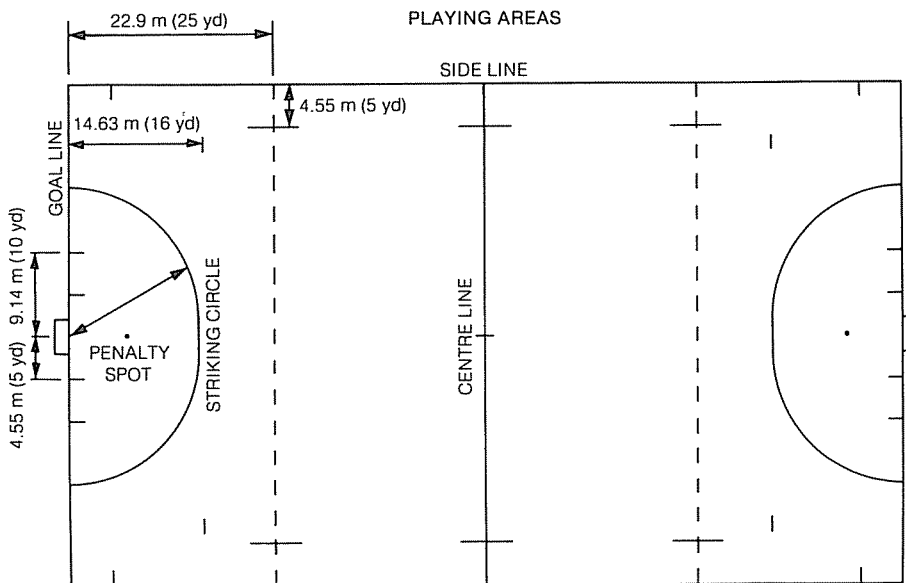
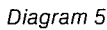
- (b) A Corner — when the ball was last hit by a defender from within the 22.9 m (25 yd) area.

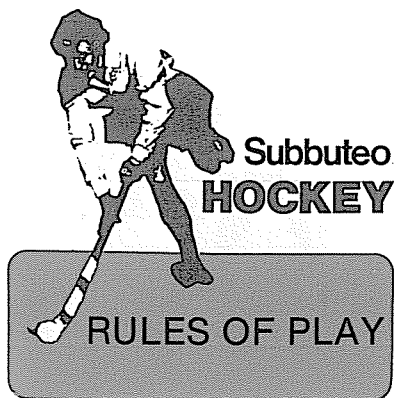
(a) Indicates the area in which an attacker may score a goal.

- (c) Indicates that part of the field in which a penalty corner is awarded for a foul committed by a defending figure.

The **'25 Yard' Area** indicates:

- (a) That part of the field in which, if the ball strikes a defender and passes over the goal line, a corner is awarded.





The general rules of play are basically the same as those for real hockey, with some necessary alterations to govern their application to Subbuteo Table Hockey.

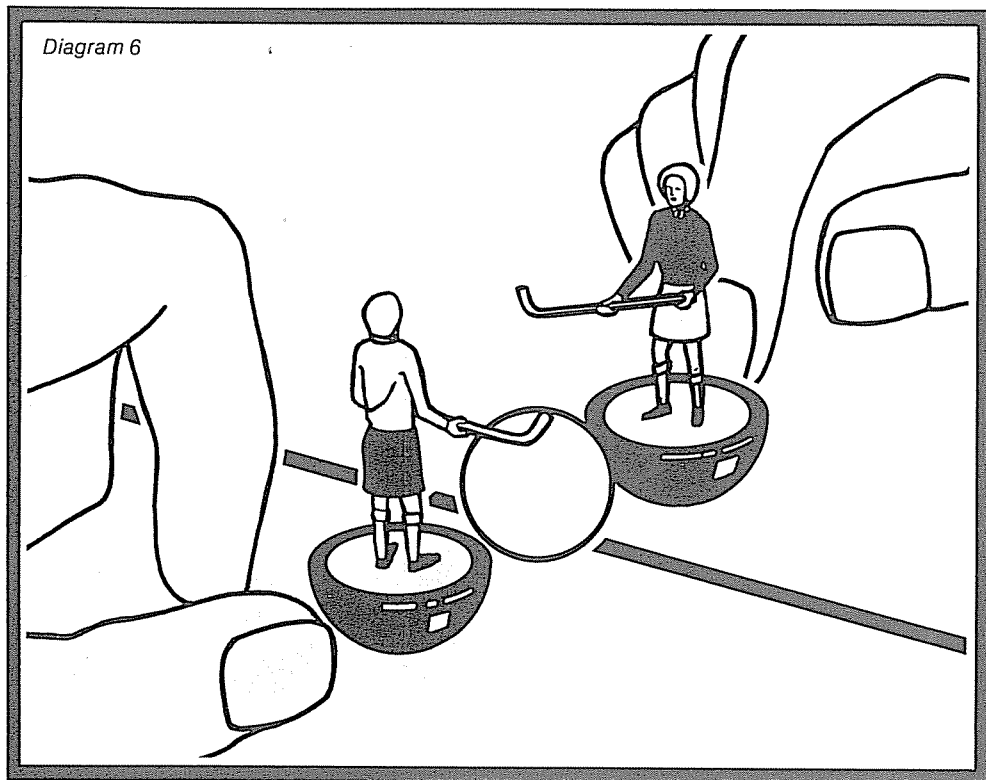
The duration of a game can be mutually agreed between the players, but it is suggested that each half should be of fifteen minutes.

As in real hockey, a coin is tossed and the winner of the toss decides which end to defend.

The Centre Bully

The ball is placed on the centre mark of the half-way line and the two opposing centre forwards placed also on that line facing the ball. The game is started by both centre forwards being flicked at the ball simultaneously. Whichever half of the field the ball enters then the side defending take possession of the ball by 'flicking' a figure at the ball. Possession of the ball is retained only when the figure strikes the ball. Should a figure miss the ball then possession passes to the opposing side. Should the ball strike a figure of the opposing side last then they automatically take possession. The figure striking the ball can only do so three

Diagram 6



times in succession. The fourth flick at the ball must be taken by another figure unless the ball has previously struck another figure. Play then continues until either the ball is out of play, a goal scored, or a foul committed.

Ball Out of Play

The ball is out of play only when it has passed wholly over the side or goal lines. A figure may be played at the ball from outside the field of play provided the ball has not wholly crossed the line.

The Push-In

When the whole of the ball passes over either side line, it must be pushed or flicked-in, in any direction from the point where it crossed the line.

The figure taking the 'push-in' may only hit the ball once and must NOT travel over the side line.

No other figure may be positioned within 6 cm (2½ in) of the figure taking the 'push-in'. If a figure is within this distance it must be flicked to come to rest further from the ball than 6 cm (2½ in). (*Diagram 7*).

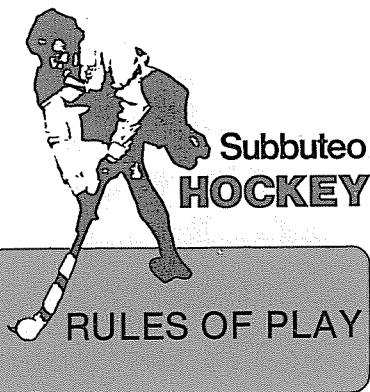
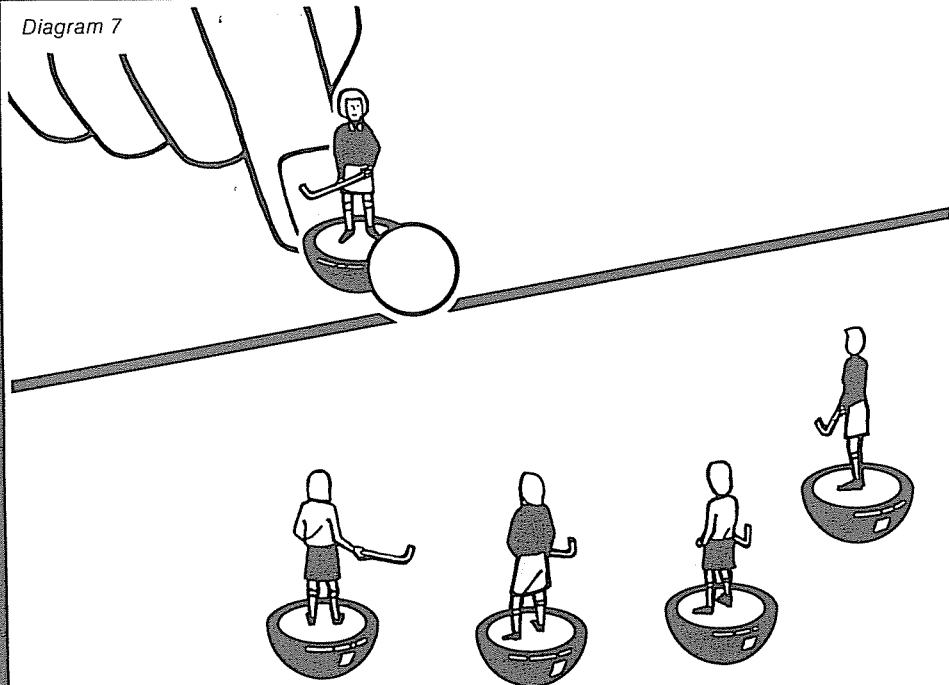
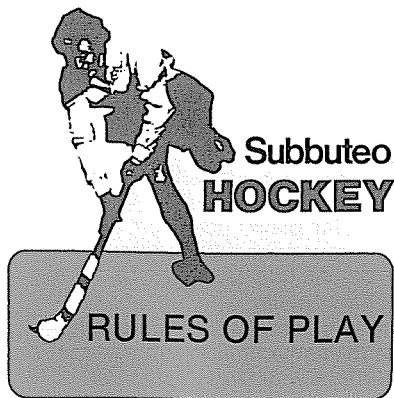


Diagram 7





'16 Yard' Hit Out

When the ball is sent out of play over the goal line by an attacking figure and no goal is scored or is unintentionally sent over the goal line by a defending player, play is re-started by a hit taken by one of the defending side from a point exactly opposite the place where the ball crossed the goal line and in line with the edge of the striking circle.

Corners

A corner is awarded to the attacking team when the whole of the ball, having last been played by one of the defending team within the 22.9 m (25 yd) area, passes unintentionally out of play behind the goal line.

When a corner is awarded, six defending figures shall be positioned behind the goal line but within the striking circle. The rest of the defending side must be positioned beyond the centre line. The attacking team must be outside the striking circle in the field of play, but no figure of either side is allowed within 6 cm (2½ in) of the corner taker. The actual corner hit is taken from a point on the goal line within 6 cm (2½ in) of the corner flag. The defenders must not cross the goal line until the ball has been hit and then only one 'blocking' flick may be

taken. A shot at goal can only be taken when the ball has come to rest from the corner hit.

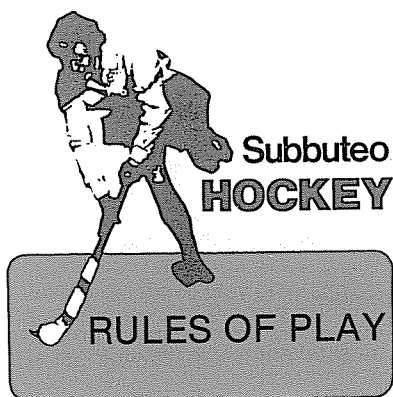
A penalty corner is awarded when a defender fouls inside the striking circle, or intentionally hits the ball over the goal line. The penalty corner hit is taken from a point on the goal line not less than 15 cm (6 in) from the goal post, on whichever side of the goal the attacking team prefers. All other rules concerning corners apply.

Goal Scoring

- (a) Before a shot may be taken at goal, the ball must be entirely in the striking circle, but the figure taking the shot need only be in its opponent's half. No shot taken with the ball outside the circle can score, no matter what figures the ball touches en route to the goal. If the ball does go over the goal line in this fashion then a 14.63 m (16 yd) hit-out is awarded.
- (b) The ball must be entirely over the goal line to score.
- (c) The figure must be flicked in the correct manner.
- (d) The shot at goal may be taken whilst the ball is rolling. The exception to this is the corner hit.
- (e) The attacking side do not have to wait for a goalkeeper to be ready. Likewise they do not have to wait for the defenders' blocking flicks.
- (f) The goalkeeper that drags a 'dead-ball' (stationary ball) into his own goal concedes a goal.

Off-Side

- (a) At least one defender, other than the goalkeeper, must be in the defending 22.9 m (25 yd) area before 'off-side' can be claimed.
- (b) Any attacking figure nearer the goal line than the defence, other than the goalkeeper, is in an off-side position.
- (c) If the ball is flicked past the last defending figure, whether or not it is passed directly to the attacking figure, the figure is off-side.
- (d) A figure in an off-side position may be flicked on-side at any time by a player asking permission, provided that the player asking is in possession of the ball. A figure flicked on-side should not touch an opposing figure and may not be used until another of that side has been flicked.



then it is penalised for interference without a stick.

- (c) If a player's hand prevents the ball going into the net through negligence or accident, a penalty stroke is given. If it is done deliberately a goal is awarded. If a player handles the ball outside the striking area a free hit is awarded.
- (d) If a defending player obstructs their opponent round the table a free hit is given from the position of the ball at the time of the breach.
- (e) A player shall not put both hands on the table at the same time in a manner that may interfere with play though the goalkeeper may be held whilst flicking. Should this occur then a free hit is awarded.
- (f) A figure being flicked four times in succession results in a free hit being given from the point where the last flick was made.

Penalties for Foul Play

These can be grouped under three headings: Penalty Stroke; Penalty Corner and Free Hits.

- (a) A penalty stroke is awarded for a breach of the rules by the defending side within the striking circle. The penalty is taken from the spot marked 6 cm (5 in) from the goal line. Only the penalty taker and the defending goalkeeper may be positioned within the striking circle. All other figures must be outside the defending 22.9 m (25 yd) area. When the penalty stroke is taken the goalkeeper must be stationary on the goal line and cannot be moved until the flick is made.
- (b) A penalty corner is awarded when a foul is committed by the defence accidentally within the circle or hits the ball deliberately over the goal line.
- (c) A free hit is awarded for a breach of the rules that occur outside the striking circle. Free hits are taken from the spot where the infringement took place.

- (e) A figure in an off-side position is not actually off-side until the ball is passed through, but if from this position an attempt is made to play the ball the figure is immediately off-side.
- (f) For each on-side 'flick' taken by the attack, the defence may have an extra blocking flick to mark the figure that has been flicked on-side.

Penalties for Off-Side

- (a) When a figure is off-side within the striking circle a free hit is awarded to the defending team and is taken from a point within the circle to be chosen by the defence.
- (b) When a figure is off-side outside the circle a free hit is awarded to the defending side on the spot where the breach occurred.

Foul Play

- (a) It is a foul if the attacking figure hits the defending figure before touching the ball, a free hit, penalty stroke, or penalty corner is given. The player to whom the award is made can accept the decision or indicate 'play on', whichever is to their advantage.
- (b) A figure lying down cannot be fouled and if the ball touches such a figure

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