

Executive Committee proposals for ITHF rule changes

Date: 30 June 2014

GR = Game Rule (<http://www.ithf.info/stiga/ithf/rules.asp>)

TR = Tournament Rule (<http://www.ithf.info/stiga/ithf/docs/TournamentRULes.htm>)

Proposal number	Rule	Current wording	Complaint	Proposal
1	GR 1	All players conduct themselves as fair and good sportsman at all times. Table hockey since its inception has always been and will remain a gentleman's sport.	Old-fashioned and sexist language.	Replace with: "All players shall conduct themselves in a fair and sporting manner at all times. Table hockey is a sport to be played with proper consideration for fairness, ethics and respect."
2	GR 5.3	Centre forwards and left defenders must stay on their own side of the centre red line, outside the central circle before a face-off can be made, and cannot enter the central circle before puck hits the centre spot.	It is difficult to know if playing figures enter the circle too soon.	Replace with: "Center forwards and left defenders must stay on their own side of the center red line, outside the central circle before a face-off can be made, and cannot touch the dropped puck before it hits the ice."
3	GR 5.7	(Face-offs) The puck must hit the sideboards, or a playing figure other than the center must gain control of the puck before a goal can be counted.	- Not clear what 'gain control' means. - There are many situations where it is not clear whether the center can score a direct goal.	Replace with: "Before a goal can be counted after a face-off, one of the following must occur: (a) The puck touches a sideboard. (b) The puck touches a playing figure other than the attacking center or defending goalkeeper at least 3 seconds after the face-off. (c) A deliberate pass is made to the center. If it is unclear whether the center receives the puck from a deliberate pass or by accident, the defending player (or referee, if present) can decide whether the center is allowed to score a direct goal. If it is decided that the center cannot score a direct goal, the center can then only score by complying with (a) or (b)."
4	GR 6.3	A goal scored directly by pressing a motionless puck against the goal cage or against the goalie does not count. A goal scored in this way indirectly (off the bank or off another figure) counts.	- Not clear whether the puck has to be against the cage at the start of the pressing motion. - Not clear if this also applies to pressing against the defending player's goal cage.	Replace with: "A goal scored by pressing a motionless puck against the attacking player's goal cage or goalie does not count unless the puck touches a sideboard or another player (apart from the defending goalie) on its way into the goal. This rule also applies if the motionless puck is not touching the goal cage when the pressing motion begins."
5	GR 7.1	If the puck is in full rest in goal crease and is touching the goal line the defending player may call "block" and a new face-off is made.	Not clear whether 'block' can be said if the puck is touching the goalie.	Replace with: "If the puck is in full rest on the goal line and not touching the goalie, the defending player may call "block" and a new face-off is made."
6	GR 8.2	When a tendency towards passive play is recognized, the opposing player may give a warning signal by saying "passive play". This gives the player in possession of the puck the opportunity to change the method of attacking in order to avoid losing possession. If the passive play continues then the opponent may demand a face-off.	Not clear how, or how soon, the player must change their method of attack.	Replace with: "When a tendency towards passive play is recognized, the opposing player may give a warning signal by saying 'passive play'. Within 3 seconds after 'passive play' is said, the player with the puck must either shoot at goal or pass to their center, otherwise a face-off occurs, whereby the opponent drops the puck. In this situation, other passes may occur before the pass to the center or the shot at goal, as long as these passes also occur within 3 seconds after 'passive play' is said."

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7	GR 9.7	NEW	There is no rule preventing players from interrupting play with their hands.	Add: "During play, players are not allowed to position their hands or arms near the ice in any way that can impede play. If a player's hand or arm touches the moving puck during play, the opponent can choose to either place the puck where it would probably otherwise have landed (e.g. in goal or beside playing figure) or demand a face-off, whereby the opponent may drop the puck. If there is any uncertainty about where the puck would otherwise have landed, the decision shall favor the opponent."
8	GR 10.1	If any unusual situation happens (e.g. broken gear, rod or game, displaced goal cage, lights go out, several pucks appear on the game or somebody/something interrupts any of the opponents), the match must be immediately suspended. A player can interrupt the game by saying „stop“ if the opponent is not aware of such situation. The match resumes when both players are ready again.	- Contradiction between 'must be immediately suspended' and 'can interrupt the game'. - Not clear if goals scored in such situations count.	Replace with: "If any major disturbance happens that is clearly evident to both players or makes normal play impossible for one of the players (e.g. broken gear, rod, figure or game support, lights go out, several pucks appear on the game, somebody/something clearly interrupts a player), the match must be immediately suspended. Any goal scored in such an instance does not count. If a minor disturbance occurs that is only evident to one player or only slightly impairs one player (e.g. rubber grip slips off rod, displaced goal cage, bent rod, slightly displaced game support), a player must suspend the game by saying 'stop', otherwise any goal scored will count. The match resumes when both players are ready again."
9	GR 1.1 & TR 1	NEW	Arguments can arise from misunderstandings or translation issues.	Add: "The definitive language for these rules is English. In the event of any differences in meaning between a translated version and the English version, the English version has priority."
10	TR 2.3.1	Players promoting to a final division from the same basic group do not have to play against each other again. Tournament organizer may decide that mutual matches in this case will be counted.	These two sentences possibly contradict each other.	Replace with: "Players promoting to a final division from the same basic group do not have to play against each other again. Mutual matches in this case will be counted."
11	TR 3.3	(Specifications about preparation of games)	Nothing is written about whether modifications are allowed, e.g. putting plastic beneath ice.	Add: "If a game is faulty, the player may modify it so that it behaves normally (e.g. making the ice surface flat). Modifications that make the game behave abnormally (e.g. raising part of the ice to make a ridge that will trap the puck) are prohibited."
12	TR 3.5	Organizers must send results to the world ranking and to the ITHF within three days after the tournament.	Too slow.	Replace with: "Organizers must send results to the world ranking and to the ITHF within two days after the tournament."

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13	TR 4.1	In the team competition, the home team has a right to select side of games. Members of such team do not change games for the whole team match.	<ul style="list-style-type: none"> - The home team has too many advantages. - No time limit is defined for prior modifications to games. - Nothing is written about who can choose the games in team competitions. 	Replace with: "In team competitions: (a) The organizer chooses the required number of games, plus 2 spare games (e.g. in competitions with 5 matches per round, the organizer chooses 7 games). (b) The home team can choose which of these games they want, and will not change games during the whole team match. (c) The away team can choose the side of each individual game (organizers can then swap Sweden/Finland figures if they want the same figures on each side). (d) Any modifications to games (e.g. rod replacements) can be requested by either team. (e) All of the above steps (a) to (d) must occur within a time limit defined by the organizer (e.g. in the 15 minutes before the scheduled start time). (f) No further changes to games may be made during the round, except in the event of breakages."
14	TR 4.6	(Specifications about exclusion from the tournament)	Violence is not explicitly banned.	Add: "Any player physically attacking anyone else will be disqualified immediately."