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Major Amendments to 2015 Official Gateball Rules



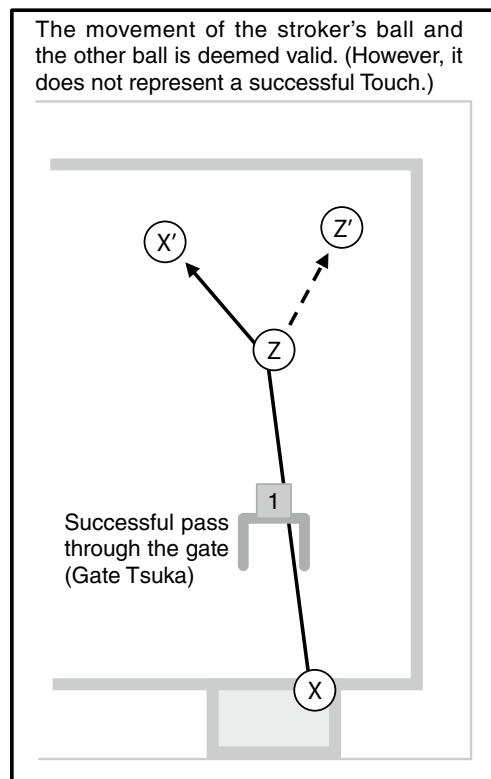
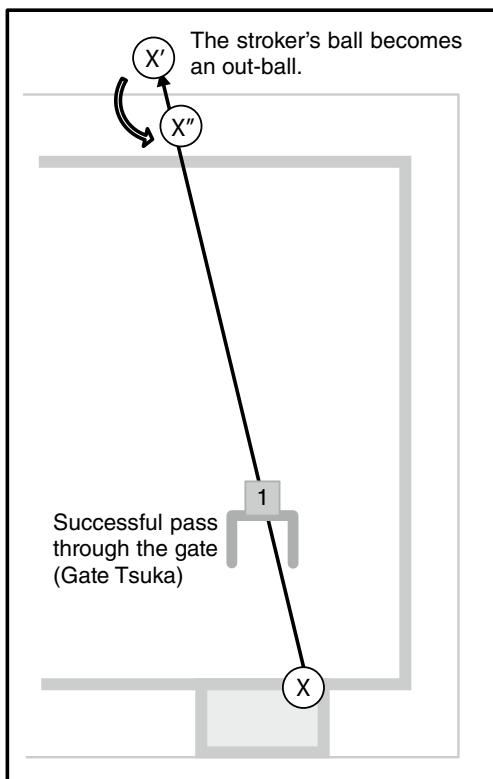
WORLD GATEBALL UNION

Article 13: Passing the Gate (Gate Tsuka)

(Official Gateball Rules P 22)



The condition for a successful pass through the first gate shall be changed so that a pass through the first gate is deemed successful once the ball has completely passed over the gate line.



When the stroker's ball which has completely passed over the gate line of the first gate ends up in the outer field, this shall be deemed a successful pass through the first gate, and the stroker's ball becomes an out-ball.

When the stroker's ball which has completely passed over the gate line of the first gate comes into contact with another ball, the movement of this other ball shall be deemed valid, with the ball remaining in the position it stopped in after moving.

Revisions related to the above examples

Article 15, Clause 1 “A Successful Touch” (Official Gateball Rules P 23)

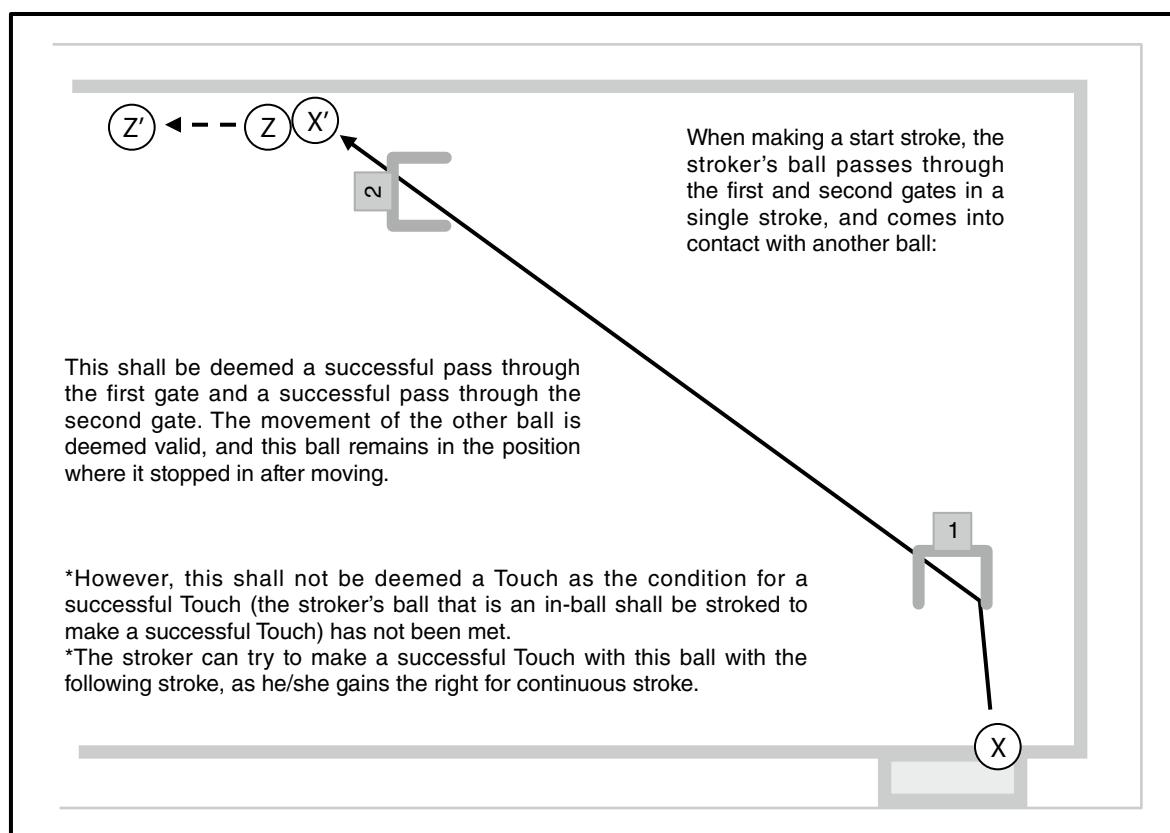
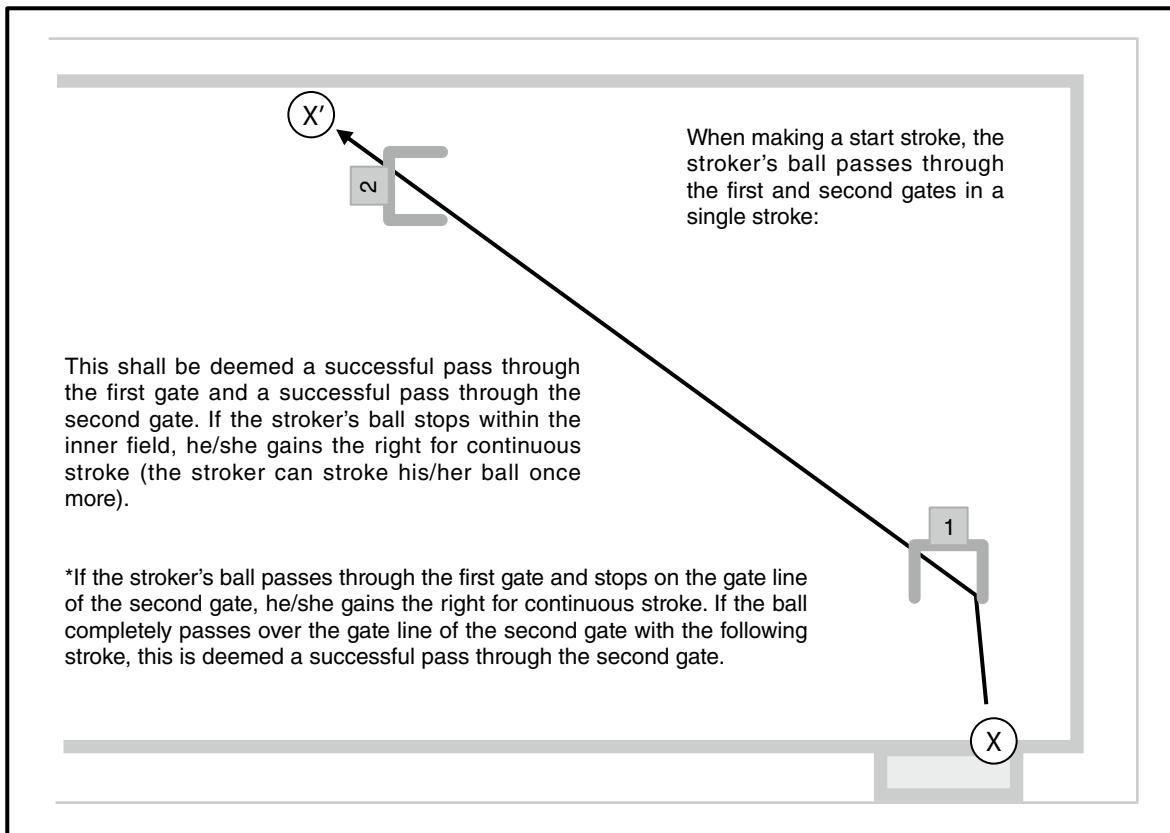
A Touch occurs when the stroker's ball that is an in-ball is stroked and moves to touch another ball.

Article 17, Clause 2 “Out-ball” (Official Gateball Rules P 27-28)

An out-ball refers a ball which goes to the outer field after successfully passing through the first gate as a result of a start stroking.

Article 13: Passing the Gate (Gate Tsuka)

(Official Gateball Rules P 22)



Article 11: Movement of the Ball

(Official Gateball Rules P 17-19)



Any indirect move of a ball by a gate (or goal-pole) shall, as a rule, be deemed a valid move. However, the movement of a ball caused by the following shall be deemed invalid:

- (1) When the stroker or his/her stick comes into contact with a gate (or goal-pole).
- (2) When a ball that has not made a successful pass through the first gate hits the gate.
- (3) When a stroked out-ball hits a gate (or goal-pole).

<p>Invalid move: Example 1</p> <p>A ball other than the stroker's ball moves as a result of the stroker's stick coming into contact with a gate.</p> <p>The movement of the ball is deemed invalid and the ball is returned to the position it was in before it moved.</p>	<p>Invalid move: Example 2</p> <p>The movement of the ball is deemed invalid and the ball is returned to the position it was in before it moved.</p> <p>Start stroking</p>
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<p>Valid move: Example 1</p> <p>A ball other than the stroker's ball moves as a result of stroking the stroker's ball which is in contact with a gate.</p> <p>The movement of the ball is deemed valid and the ball remains in the position where it stopped after moving.</p>	<p>Valid move: Example 2</p> <p>The movement of the ball other than the stroker's ball is deemed valid and the ball remains in the position where it stopped after moving.</p> <p>If the stroker's ball has successfully passed through the first gate, this represents a successful Pass Touch.</p>
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Article 12: Stroking

(Official Gateball Rules P 19-21)



The right for a continuous stroke shall be gained when “a Spark is made successfully” and “all the balls inside the inner field come to a stop.”

Under the 2011 rules, the right for a continuous stroke is gained when “all the stroker’s actions on sparking are completed” and “all the balls inside the inner field stop.” This makes it possible for the stroker to control the timing when the 10 second count begins (after a Spark is completed, the stroker’s action on sparking does not end if the stroker continues to step on his/her ball). Therefore, the right for a continuous stroke shall be gained when “a Spark is made successfully” and “all the balls inside the inner field stop.”

Point

This revision makes it possible for the referee to start the 10 second count when all the balls inside the inner field stop even if the stroker continues to step on his/her ball after making a successful Spark.



When the stroker strokes his/her ball after making a successful Spark but before all the stroker’s actions on sparking are completed, this shall be deemed a stroking foul.

If, after making a successful Spark, the stroker strokes his/her ball without removing his/her foot from his/her ball, this is deemed a stroking foul.



A ball that is moved indirectly by hitting soil or grass with the stick shall be eliminated as an example of a stroking foul, and instead becomes an invalid move.

The referee returns the moved ball to the position it was in before it moved while counting 10 seconds (remaining time for the stroker to stroke).

Article 12: Stroking

(Official Gateball Rules P 19-21)

The Clause 3 “Gaining the Right for Continuous Stroke” shall be revised as follows:

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, 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.

Point

This revision makes the number of continuous strokes limited to one even if successful passes are made through multiple gates or multiple Sparks are made successfully.

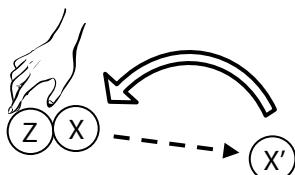
Article 16: Spark

(Official Gateball Rules P 24-27)



While resetting the balls for sparking, the action of “the stroker’s hand coming into contact with the set other ball when he/she is not stepping on his/her ball” shall be eliminated as an example of a sparking foul, and instead becomes an invalid move.

When the stroker’s ball moves as a result of the stroker coming into contact with the set other ball



The movement of the stroker’s ball is deemed invalid. The ball is returned to the position it was in before it moved.

When the stroker removes his/her foot from his/her ball and the set other ball for resetting the balls for sparking, and his/her hand comes into contact with the set other ball (picks up the ball), this is deemed a proper play. If the stroker’s ball moves as a result of the stroker coming into contact with the set other ball, this is deemed an invalid move, and the ball is returned to the position it was in before it moved.

Article 16: Spark (Official Gateball Rules P 24-27)

**7**

How the stroker's ball is addressed after a foul shall not reflect the situation. Instead, the ball shall always become an out-ball.

2011 rules

After committing a sparking foul, the stroker's ball shall be addressed as follows, depending on the situation:

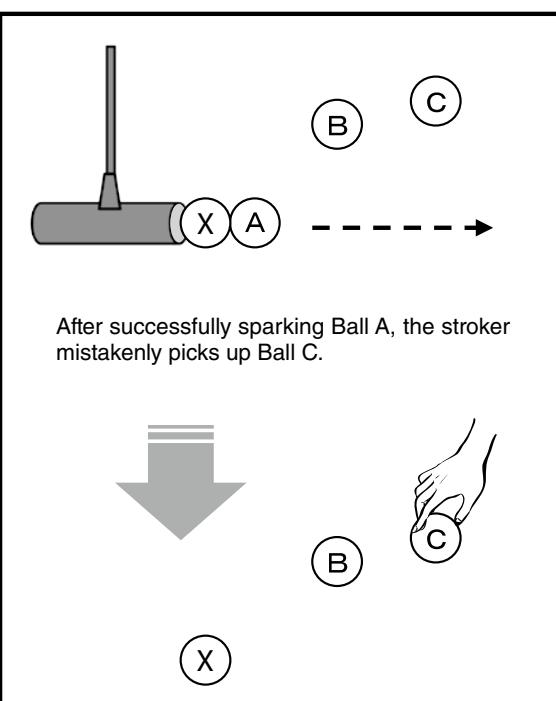
1. If the foul occurs before setting the balls, it is placed in the position where it stopped after the Touch.
2. If the foul occurs after setting the balls, it becomes an out-ball from the position it stopped in following the Touch.
3. If the foul occurs after making a successful Spark, it is placed in the position where it stopped after the Touch. (The case where the sparked other ball returns and stops in contact with the stroker's ball is regarded as an exception.)

* In the above case 1 or 3, if the distance between the stroker's ball and the set other ball is less than 10 cm, the stroker's ball becomes an out-ball.

2015 rules

**The stroker's ball shall always become an out-ball.
(Refer to the List of measures to be implemented against fouls.)**

An example of foul when holding a right for making multiple Sparks



After a successful Touch with Ball A and Ball B with a single stroke, the stroker successfully made a successful Spark with Ball A and removed his/her foot from his/her ball. If, before sparking Ball B, he/she comes into contact with Ball C with which he/she has not made a successful Touch, this is deemed a ball touch foul during the stroker's actions on sparking, and Article 16, Clause 4, Sparking Foul 2 on sparking foul shall be followed (the stroker's ball becomes an out-ball).

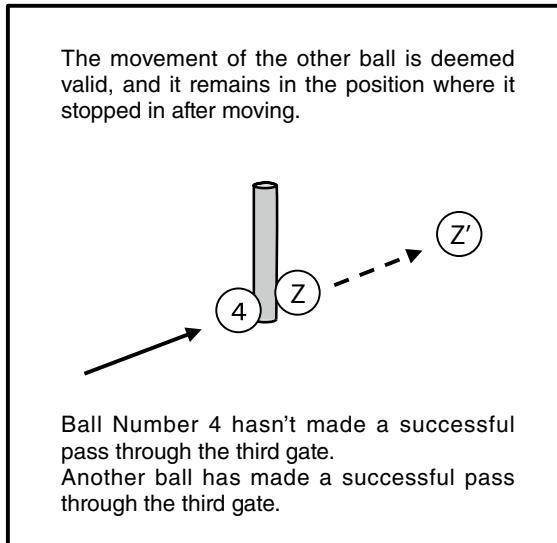
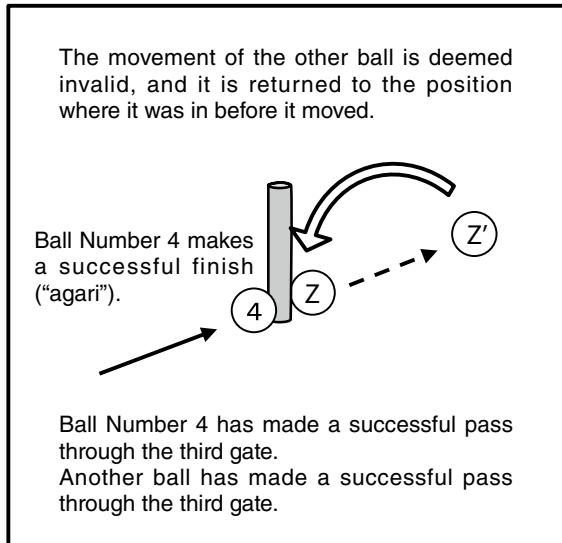
Article 14: Finishing (Agari)

(Official Gateball Rules P 22-23)



As the rule is amended so that any indirect move of a ball by a gate or goal-pole shall, as a general rule, be deemed a valid move, the measures to be implemented for the ball which is indirectly moved by a goal-pole shall be partially changed.

When an in-ball hits the goal-pole and, as a result, another ball in contact with the goal-pole (which has made a successful pass through the third gate) moves, the measure to be implemented for this ball varies according to the situation.



Left: When the in-ball which hits the goal-pole makes a successful finish ("agari"), the movement of the other ball that was in contact with the goal-pole shall be deemed invalid, as the movement of the ball that has finished and the movement of other ball(s) as a result of this move are regarded as invalid moves. Therefore, the ball that was in contact with the goal-pole shall be returned to the position where it was in before it moved. The movement of the other ball that was in contact with the goal-pole shall not be deemed a successful finish ("agari").

Right: When the in-ball which hits the goal-pole is not deemed to make a successful finish ("agari"), the movement of the other ball that was in contact with the goal-pole shall be deemed valid. Therefore, this ball remains in the position where it stopped in after moving. The movement of the other ball that was in contact with the goal-pole shall not be deemed a successful finish ("agari").

When the ball in contact with the goal-pole shall be deemed to make a successful finish ("agari"):

If an in-ball directly hits another ball that is in contact with the goal-pole, or if an in-ball simultaneously hits the goal-pole and the ball in contact with the goal-pole, this shall be deemed a successful finish of the ball that was in contact with the goal-pole.

Deciding on and announcing a successful pass through the first gate

(Official Guide for Referees P 71)

**9**

As the rule regarding the successful pass through the first gate is amended, Referee A calls out that the pass through the gate was successful 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.

Time Over

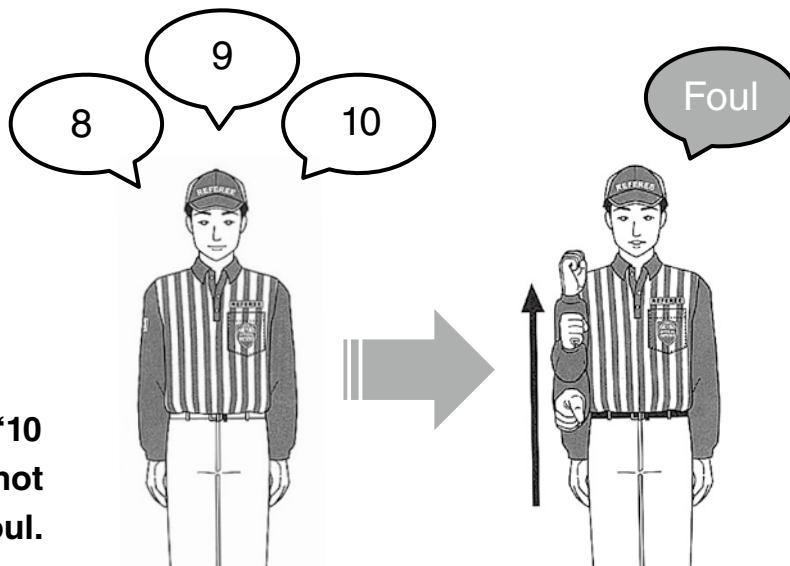
(Official Guide for Referees P 68)

**10**

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”.

Point

The stroke (or Spark) which has been made simultaneously with the “10 seconds” call, this shall not be deemed a time over foul.



Announcing Game Set

(Official Guide for Referees P 48-49)

**11**

“Game Set” is announced with the Chief Referee standing in the center of the court and facing the start area. The Assistant Referee and Recorder do not line up with the Chief Referee.

List of Measures to be Implemented against Fouls

- When the stroker commits a foul, he/she loses his/her right as a stroker.
- The ball(s) that has moved as a result of a foul or ineffective play shall be returned to the position it was in before it moved. There are cases, however, when the stroker's ball shall become an out-ball.

Article 9: Play and Rights as a Stroker / Clause 2: Time Over

Foul details	Measures to be implemented for the stroker's ball	Measures to be implemented for the other ball(s)
1. When the stroker does not stroke or spark within ten seconds.	Place it in the position where a foul occurred (the stroker's ball remains in its position)	

*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. (The stroker's ball becomes an out-ball.)

*If a time-over foul takes place during a start stroke, the stroker's ball shall be placed outside the field.

Article 12: Stroking / Clause 4: Stroking Foul

Foul details	Measures to be implemented for the stroker's ball	Measures to be implemented for the other ball(s)
1. Stroking by pushing		
2. When a ball is stroked twice		
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	Return it to the position it was in before it moved (where the stroker's ball is stroked).	
7. After a Touch but before the right to spark is gained, when stroking the stroker's ball which remains still		The touched ball is returned to the position it stopped in after the Touch.
8. Following a successful Spark, when stroking the stroker's ball before all the balls inside the inner field come to a stop		The sparked ball is returned to the position it stopped in after the Spark.
9. If the stick comes into contact with another stationary ball	(The stroker's ball remains in the position it was in).	It is returned to the position it was in when the stick came into contact with the ball.
10. If, during the start stroking, the stroker's ball is placed in the field but outside the start area	Place it outside the field.	
11. When stroking the stroker's ball without sparking although the right to spark is gained		The touched ball is returned to the position it stopped in after the Touch.
12. Following a successful Spark, when stroking the stroker's ball before all the stroker's actions on sparking are completed	It becomes an out-ball from the position it was stroked.	The sparked ball is returned to the position it stopped in after the Spark.
13. If the stick comes into contact with another ball that is moving	It becomes an out-ball from the position it was in when it stopped.	It is returned to the position it was in when the stick came into contact with the ball.
14. If the stroker's stick comes into contact with his/her ball that is moving (excluding when a ball is stroked twice)	It becomes an out-ball from the position it was in when the stick came into contact with the ball.	

* 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.

* If a stroking foul takes place during a start stroking, the stroker's ball shall be placed outside the field.

Article 15: Touch / Clause 4: Touching the Same Ball Twice

Foul details	Measures to be implemented for the stroker's ball	Measures to be implemented for the other ball(s)
1. During his/her continuous stroke, the stroker makes a Touch with a ball which he/she has already sparked.	It becomes an out-ball from the position it was in when it touched twice.	A ball that was touched a second time is returned to the position it was in when it was touched twice.

Article 16: Spark / Clause 4: Sparking Foul

Foul details	Measures to be implemented for the stroker's ball	Measures to be implemented for the other ball(s)
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.		If a foul occurs before setting the balls for sparking: The touched ball is placed in the position where it stopped after the Touch. If a foul occurs after setting the balls for sparking: The set other ball is placed in the position where it was in when it was set.
2. If the stroker's ball moves away from under the stroker's foot.	It becomes an out-ball from the position where it stopped in after the Touch.	If a foul occurs before setting the balls for sparking: The touched ball is placed in the position where it stopped after the Touch. If a foul occurs after setting the balls for sparking: The set other ball is placed in the position where it was in when it was set. If a foul occurs after a successful Spark: The sparked ball is placed where it stopped after the Spark.
3. If the stroker hits his/her ball without moving the hand from the set other ball.		The set other ball is placed in the position where it was in when it was set.
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 10 cm 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.	It becomes an out-ball from the position where it stopped in contact with the sparked ball after the Spark.	The sparked ball is placed where it stopped in contact with the stroker's ball after the Spark.
7. If, after touching several balls and picking up the first touched other ball, the order of the Spark is changed.		If a foul occurs before setting the balls for sparking: The touched ball is placed in the position where it stopped after the Touch.
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.		If a foul occurs after setting the balls for sparking: The set other ball is placed in the position where it was in when it was set.
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.		The touched ball is placed in the position where it stopped after the Touch.

Article 17: In-ball and Out-ball / Clause 4: Out-ball Stroking Foul

Foul details	Measures to be implemented for the stroker's ball	Measures to be implemented for the other ball(s)
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.	The stroker's ball becomes an out-ball from the position where the foul took place.	A ball that has moved as the result of the foul is returned to the position it was in before it moved.

Article 18: Ball Touch Foul / Clause 1: Ball Touch Foul

Foul details	Measures to be implemented for the stroker's ball	Measures to be implemented for the other ball(s)
1. If a stroker comes into contact with a stationary ball.	It is returned to the position it was in before it moved.	It is 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.	It becomes an out-ball from the position where it stopped in.	It is returned to the position it was in when touched.
3. If the stroker touches his/her own ball while it was moving.	The stroker's ball becomes an out-ball from the position it was in when touched.	

* If a ball touch 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 (the stroker's ball becomes an out-ball).

* If a stroking foul takes place during a start stroking, the stroker's ball shall be placed outside the field.

