



FEDERAÇÃO PAULISTA DE FUTEBOL DE MESA

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Registered with the 3rd Civil Registry of Legal Entities under No. 46.396

BUTTON FOOTBALL – “12 TOUCH” RULE SYSTEM (SUMMARIZED)

1 – **MATERIAL:** Teams must have 10 buttons in the shape of discs, each having a diameter between 38 and 60 mm, as well as one goalkeeper in the shape of a rectangular block with the dimensions of 35 mm X 80 mm X 15 mm, whose face measuring 15 mm x 80 mm must always be placed on the board. The ball is a sphere made of felt with a diameter of 10 mm.

2 – **TOUCHES:** At their respective turn, each team has twelve (12) consecutive touches, and a maximum of three (3) consecutive touches per button.

3 – **SHOT ON GOAL:** Shots on goal are only allowed when the ball is on the opponent's field and the attacker must declare his intention to score and wait for the opponent's authorization before shooting. If a signal announcing the end of a period of play is given right after a shot on goal is announced, the shot can then be taken. The shot ends when the ball stops moving (if the ball hits the goalpost or the goalkeeper and enters the team's own goal, it will count as a goal for the opposing team). In any shot, if the ball hits the opponent's goalkeeper or goalpost and a player stops it by using his hands, it will be considered a scored goal.

4 – **MANIPULATION OF BUTTONS:** Buttons may be arranged in 2 situations only: after a goal is scored or at a goal kick after a previously declared shot on goal. When arranging its buttons, the defense team must keep an 8 cm distance from the attacking team's buttons. If this is not possible in view of the short distance between the buttons, the defense team may place one button at the midpoint between the attacking team's buttons.

5 – **GOALKEEPER:** The goalkeeper can only be used when a shot on goal is declared or as one of the twelve touches, from the penalty area to the goal area.

6 – **REBOUND:** Player will lose possession of the ball after shooting on goal, even if the ball last touches a button of the attacking team, i.e., after a declared shot on goal, the possession of the ball will be awarded to the opposing team.

7 – **COUNTING OF TOUCHES:** The number of touches must be counted aloud. In case a player fails to get the ball to move at all, it will be the opposing team's turn to play. If a player from the opposing team also fails to get the ball to move, the other team will continue counting.

8 – **FOUL:** A direct foul or a direct free kick will be called when:

- The button used in the play touches the opposing team's button or goalkeeper before or at the same time it touches the ball.
- The ball touches, although accidentally, the hand, disc or body of one of the players.

In the first case, the player charged with a foul must be placed on the lateral part of the halfway line. Although they are direct, such fouls may only result in shot on goal if they happen BEYOND the halfway line (attack).

Indirect fouls or indirect free kicks are called:

- When the player has not shot on goal after 12 touches.
- When any technical foul takes place (delay of game, improper conduct, etc.).



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9 – **PENALTY SHOTS:** Any direct foul inside the penalty area (including the goal area) will result in a penalty shot, which must take place in the following manner: buttons are removed from the penalty area. First, the attacker places the button he will be using and then the defender properly places the goalkeeper on the line, which must be partially apparent.

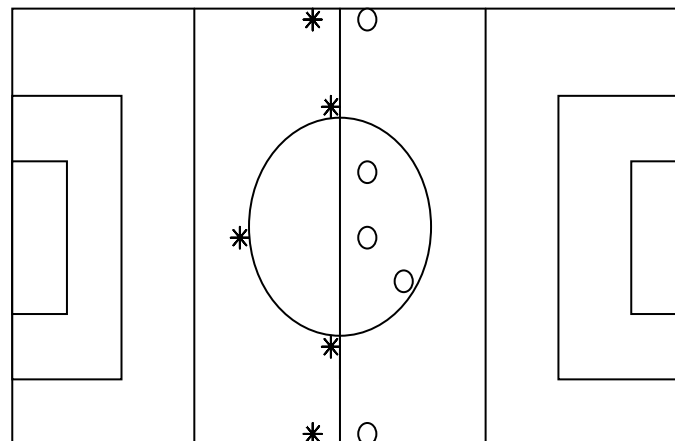
10 – **KICK-OFF:** Of the 3 buttons placed in the half center spot located on their respective side of the field, the one in the middle will be used for the opening kick-off. On the 1st touch, the ball must not leave the center circle and the player is only allowed to shoot on goal after the ball leaves the center circle.

11 – When a button with ball possession touches an opposing button **after** touching the ball, the team of the button that made the move will only have 3 more touches to shoot on goal (2 touches + shot on goal).

FORMATION BEFORE KICK-OFF

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The goalkeeper may be placed in any spot of the penalty area



The 5 defense buttons are placed behind the line parallel to the halfway line. They must be at least 8cm distant from each other

IMPORTANT: This summary contains the latest amendments homologated by CBFM in December/2005.

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