



**INTERNATIONAL TABLE FOOTBALL CONFEDERATION  
(ITFC)**

**Official Rules of the Modality "Chapas"**

# **INTERNATIONAL TABLE FOOTBALL CONFEDERATION (ITFC)**



**INTERNATIONAL  
TABLE FOOTBALL  
CONFEDERATION**

## **OFFICIAL RULES**

### **MODALITY "CHAPAS"**

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**Rules of the modality: CHAPAS**



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## INTERNATIONAL TABLE FOOTBALL CONFEDERATION (ITFC)

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#### **Description – What is the modality “Chapas”**

The game consists of a dispute between two players, henceforth called “technicians” (or “coaches”), disputed on a table covered with a cloth (grooved carpet, tapestry, billiard felt, etc.) and with the use of metal bottle caps - "chapas" - as playing pieces.

It is a simulation of football association, with the field having the same elements of that sport, that is, a grooved cloth representing the lawn, with marks that reproduce the lines that constitute the traditional markings of a football field: sidelines, bottom lines, midfield, penal areas and circles, semicircles and quarter circles.

There is also the use of two arcs, with nets, which are the game goals. Each coach has a turn of play. By means of finger punches, they move their chapas around the table, with the purpose of touching and driving with them a ball into the arc of the opponent, thus characterizing the marking of a goal.

In addition to the table, cloth, goals and ball, the game material consists of ten metal bottle caps - the "chapas" - and a plastic PET bottle cap, which will play the role of goalkeeper, for each technician. In addition, there must be a timer to mark the time, a device to mark the match score and a gauge marked in centimeters (known as "umpire") to measure the distances of 1 (one), 3 (three) and 9 (nine) centimeters.

The measures of this rule are in millimetres.

#### **CHAPTER I – Participation of the technician**

Art. 1 - It is called technician to the individual practitioner of the modality of Table Football called Chapas. Usually the term designates the practitioner, but may also refer to the coach of a player or a team of players.

Art. 2 - Each match will feature two opposing coaches. It is called a match between two coaches and game the dispute between two teams formed by predetermined number of coaches.

Art. 3 - The winner of the match will be the technician who, within the limits of this regulation, has scored more goals than the opponent. If the count is equal, the match shall be considered to be tied.

#### **CHAPTER II – The table and playing field**

Art. 4 - A game table is the set of table, fences, goal arcs, trestles or similar, around which a game of Table Football of the Chapas modality takes place.



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§ unique - The trestles must have sufficient strength for the tables to be firm. The playing field shall be 700 mm to 900 mm high from the ground.

Art. 5 - The game table can be made of wood or other solid material. It can also be in similar material that will have the approval of ITFC. It can have its corners rounded or not, as well as be provided with a fence to prevent chapas and ball from leaving the game table. This fence can be made of any material (plastic, wood, metal, etc.) and should be 10 mm to 40 mm high.

Art. 6 - It is called playing field (or pitch) to the marked cloth (tapestry, or grooved and marked carpet) that should be placed on the game table. The cloth should be grooved carpet, that is, have grooves transverse to the field, parallel to the background lines, and not longitudinal.

§ 1 - The usual models are ribbed, preferably green, although other colors are allowed.

§ 2 - Understanding that it is not feasible to impose a single model, since each region has different manufacturers and models, each country will be able to use in its national tournaments the simple carpet, melton or felt used in billiard tables.

§ 3 - For use in international competitions it is necessary to use a carpet or similar cloth on all the tables, being therefore limited the use only of grooved carpets.

§ 4 - The carpet to be used in international competitions must have the prior approval of the current Sports Director.

Art. 7 - The playing field shall have delimiting marks comprising the following characteristics:

- A) The larger sides of the rectangle - two line segments, drawn along the length of the table and called side lines, whose function is to delimit the playing field and the side tracks;
- B) The smaller sides of the rectangle - two line segments, drawn in the direction of the width of the wood of the table and called bottom lines, whose function is to delimit the playing field and the bottom tracks. The extreme points will coincide with the extreme points of the sidelines;
- C) A central line, parallel to the bottom lines and which will divide the playing field into two equal parts, delimiting the attacking field and the defense field for each team. Its line will be considered neutral, that is, if the ball positions on that line, no goal kick will be allowed;
- D) A mark located exactly at the geometric center of the playing field and thus at the midpoint of the center line, called the center of the field. Its unique function is to mark the place where the ball should be placed at each start, or restart, of play with ball in the center. Its demarcation will simply be a small circle with a diameter of no more than 5 mm;]
- E) A circle of 160 mm radius called the central circle, the centre of which is the centre of the field. Its function is to demarcate the minimum distance to the opposing teams in



- kick-off and also to show the area that the ball must have abandoned to have conditions of goal kick after start with ball to the center;
- F) Four quarters of a circle of 20 mm radius, drawn each with a centre at each meeting point of the side line with the bottom line and so that these lines join together in the inner part of the playing field. Its function is to delimit the space where the ball should be placed in the corner kick, as well as determine the space that the ball should abandon when charged a corner. Its internal space is called corner area;
- G) Two areas called penal areas (large areas), each corresponding to the intersection of the space between the bottom line and a line segment parallel to them with the space between two lines parallel to the side lines. These areas are centralized, one in each bottom line.
- a. Their duties are as follows:
    - i. Delimit the space within which direct shots in favor of the attack will be charged as maximum penalties;
    - ii. Delimit the area that the ball will have to leave in a goal kick;
    - iii. Delimit two marks called penalties marks, each located in a penal area, equidistant to the two sidelines and 180 mm away from the bottom line. It marks the place where the ball should be placed for charging a penalty kick;
  - H) Two areas called small areas, each corresponding to the intersection of the space between the bottom line and a line segment parallel to it with the space between two lines parallel to the side lines. They are contained in large areas and are also centered on the bottom lines.
    - a. Their duties are as follows:
      - i. Delimit the space within which the ball will be held by the goalkeeper;
      - ii. Delimiting the space within which the goalkeeper can be positioned for defense from shot on goal;
      - iii. Delimit the space in which the ball and the goalkeeper should be placed to goal kick;
      - iv. Delimit the space in which no chapa can occupy (except the goalkeeper);
  - I) Two circle arcs drawn each of them with the center on the penal mark and forming a half-moon shaped zone with the extreme points on the horizontal line of the large area. Its unique function is to show the zone of the large area where there can be no chapas defenders or attackers when charging a penalty kick. Its size will have a radius of 160 mm;

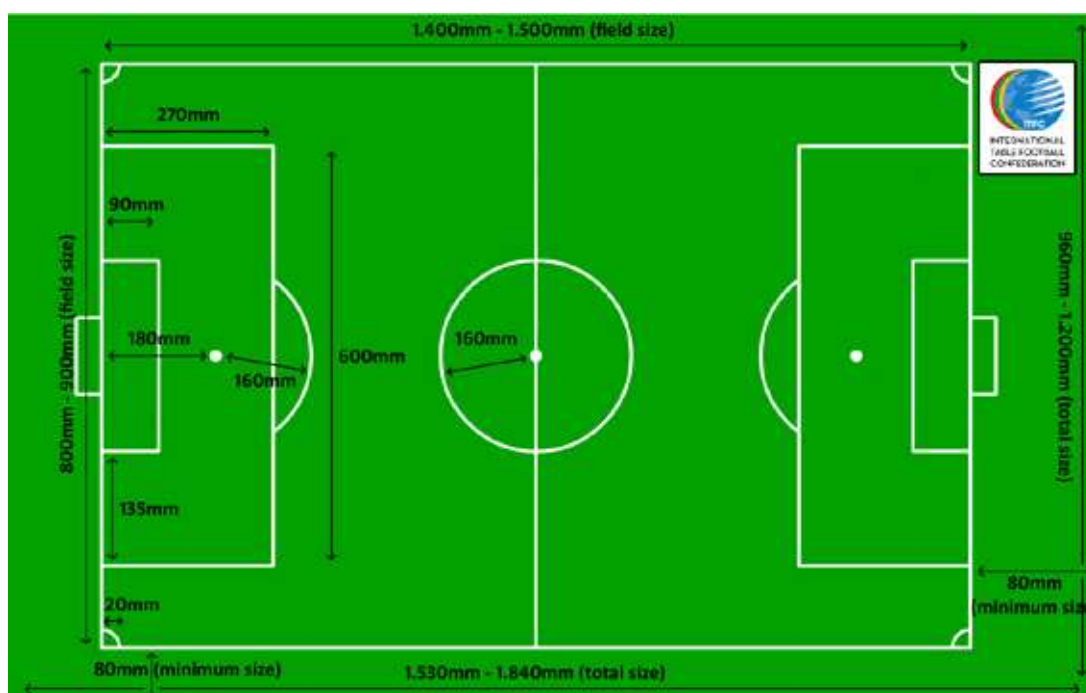
§ unique - The space of each bottom line between the arcs is called a goal line and will have a length of 155 mm. Its function is to demarcate the playing field, delimiting the internal space located beyond the arcs and covered by the net, in order to verify the marking of goals or points.



Art. 8 - Every line is part of the area it delimits. Thus, a ball on the line of the large area is considered within the area. An attacking chapa, parked on the line of the large area, at least touching the line, in case of foul, this will be charged as penalty kick. The maximum line width shall be 4 mm.

Art. 9º - The table of Chapas should have the following dimensions:

<b>Dimensions of Chapas table and field</b>			
Item	Measures in Millimeters		
Description	Minimum	Maximum	Unique
<b>Game table</b>			
Lenght	1.530	1.840	
Width	960	1.200	
Height	700	800	
<b>Playing field</b>			
Lenght	1.400	1.500	
Width	800	900	
Large área			270 x 600
Small área			90 x 330
Radius of the Central Circle			Radius = 160
Radius of the half-moon			Radius = 160
Radius of the Corner Mark			Radius = 20
Distance from Gol Line to Penal Mark			180
Side and bottom tracks	80		
Width of the demarcation line			4
Ball position circle in center field and penal mark			Radius = 5
Fence (height)	10	40	



### CHAPTER III – The goalposts

Art. 10 - It is called goalposts each set composed of 2 (two) vertical posts and a horizontal crossbar that joins them in the upper extremities by gluing system, continuous fitting or similar. Its function is to delimit the space through which the ball must pass in order to mark a goal.

§ 1 - They are attached to the arcs, in its posterior part, the nets, made of fine fabric in a way that allows great visualization through it, with the purpose of retaining the balls that enter the goal and facilitate the perception of the marked goal.

§ 2 - The arcs can have, in its posterior part, auxiliary equipment for fixing nets and aesthetics. They may also have other systems or equipment that improve their purpose.

§ 3 - The arcs can be made of metal, aluminum, wire, brass, wood, plastic or similar.

§ 4 - The shape of the posts and crossbar of the arcs may be oval, rounded or prismatic, but their thickness shall not exceed 10 mm.

§ 5 - The internal measurements of the arcs shall be 155 mm long (internal measurement between posts) and 55 mm high (internal measurement of the table surface up to the bottom of the crossbar) and 70 mm deep.

§ 6 - The arcs will be placed centered in relation to the bottom line and with the posts that coincide with it. They must allow them to be moved or dragged freely and may not be fixed to the table.



#### CHAPTER IV – The ball

Art. 11 - It is called a game ball to the sphere whose domain, or possession, is played at the game table by the coaches, in order to make enter the opponent's goal.

§ 1 - The ball is spherical, plastic, with diameter from 14 to 15 mm and its weight varies between 1.2 and 1.5 gram. There are no restrictions regarding the colors of the ball.

§ 2 - The ball can be manufactured and sold anywhere in the world and in any color, at the choice of the buyer.

#### CHAPTER V – The “chapas”

Art. 12 - It is called chapa each of the 10 (ten) metal bottle caps that each player must put on the table to, by drive, move the ball. Each technician may use any chapas he wishes, provided that they are within the specifications of this rule. They may be inspected by the tournament organization for their measurements and mass.

§ 1 - The chapas, in number of ten, shall be circular in shape, that is, disc shaped, with a height of 7 mm, external diameter of 29 mm (28 mm if metal screw cap), and their base and internal diameter of 27 mm.

§ 2 - Its characteristic toothed contour must usually have between 21 and 29 "teeth" and its base must be completely flat, without deformations that go beyond its manufacture (devoid of grooves, folds, slots, holes, etc.).

§ 3 - The chapas can be made with any color or set of colors, can be painted or waxed according to the preference of the technician.

§ 4 - The chapas must have their teeth "closed", that is, folded as if they had already been used as a bottle cap. It is understood by closed the condition of your teeth bent inwards.

§ 5 - The chapas used by the technician shall bear an illustration, hereafter called "decoration", that must bear different numbers and a badge (or logo) that is common to all of them. There are no minimum measures for these identifiers, just be legible.

§ 6 - In a match, the decoration of the chapas of the two coaches should be sufficiently distinct, otherwise one of the coaches should have available with him another decoration (or team), of different color.

§§ unique - When both coaches present themselves with chapas with identical decorations or difficult to differentiate, it will be verified whether one of the coaches will make the exchange spontaneously. Otherwise, a draw shall be made to verify who shall replace their chapas or decorations.





Art. 13 - The use of glue, adhesive, resin or any other product is allowed to fix the decorations inside the chapas, provided the maximum weight (mass) is respected. At the discretion of the technician, the decorations can also be applied without any adhesive or glue on the inside of the chapa.

Art. 14 - Under the decoration, each chapa can contain several layers of cardboard or cardboard, each of them in a circular and flat shape, with a maximum thickness of 1 mm each, but without ever extrapolating the limits of the plate and always respecting the maximum weight. Under the decoration, each plate can contain several layers of cardboard or paperboard, each of them in a circular and flat shape, with a maximum thickness of 1 mm each, but without ever extrapolating the limits of the chapa and always respecting the maximum weight. On top of these layers it will be applied the decoration, which can be made of plain printed paper, photographic paper or hand-drawn and which can be varnished, resined or laminated.

Art. 15 - The maximum weight is considered to be the sum of the weight of all the chapas of a team and it cannot exceed 30 grams. Therefore, each chapa may have different weight, but without exceeding the limit already mentioned in its entirety. There is no minimum weight limit for a technician's chapas set.

Art. 16 - They are permitted up to 3 (three) chapas substitutions are authorized for each coach per match, including the goalkeeper. They may be made when the ball is out of play.

#### **CHAPTER VI – The goalkeeper**

Art. 17 - The goalkeeper is a large size plastic bottle cap (for example, a 2 liter soda bottle). It must be plastic and never metal. Its maximum height shall be 17 mm (no minimum height), its base diameter shall be 30 mm and its upper diameter between 30 and 31 mm. No deformation of any kind is permitted, no edges are filed, melted or cut.

Art. 18 - The goalkeeper can be stuffed (filled) with any material, provided that the filling does not exceed the cap limit and respects the goalkeeper's maximum weight, which will be 15.5 grams.

§ unique - The goalkeeper must also carry his own decoration (in the same way as the chapas, with the same distinctive or logo as the chapas). This decoration will be applied on the filling material.

#### **CHAPTER VII – Match duration**

Art. 19 - Each match will last 20 (twenty) minutes and will be played in 2 (two) 10 (ten) minute halves, with a maximum interval of 5 (five) minutes between the first and second half. The two coaches will change field side in the interval.



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§ 1 - At the end of each half, each technician will be entitled to one more possession ("turn"), after alarm of the end of the half.

§ 2 - The time will be controlled by a minute counter, stopwatch or equivalent system, which will sound an alarm when reaching the end of each phase. The use by the control table of a whistle or similar, triggered by the timekeeper in place of the automatic alarm.

Art. 20 - Each competition will set out the procedure to be followed if the match ends tied in the number of goals. The tiebreaker can be obtained through extra time, golden goal or penalty shootout.

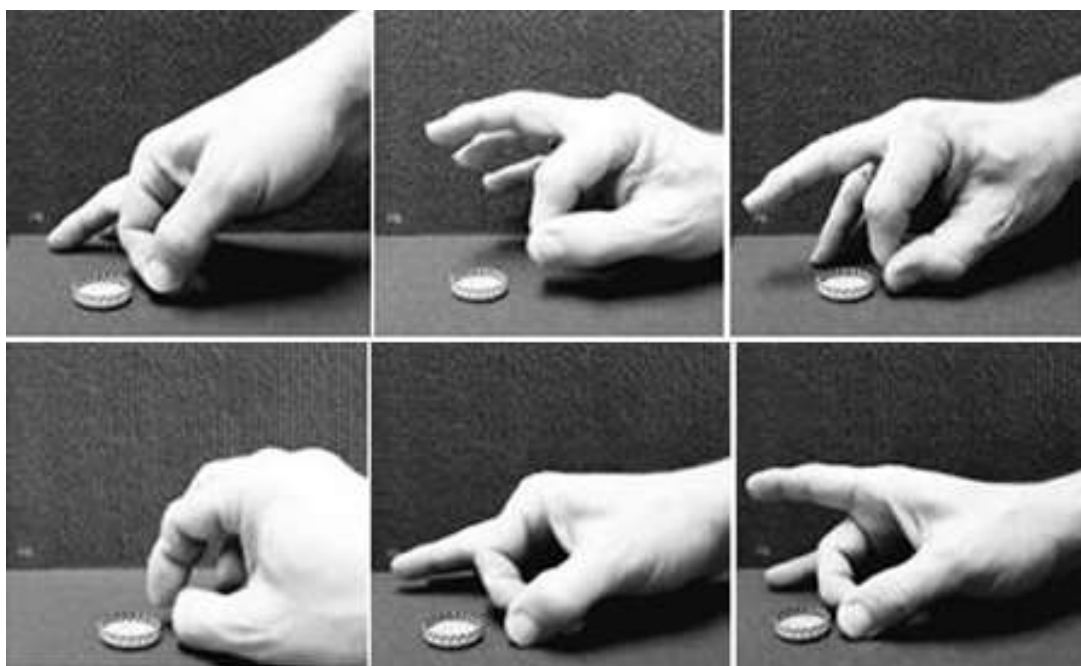
§ 1 - In case of extra time, 10 minutes will be played divided into two phases of 5 minutes each, with no interval between them.

§ 2 - In case of a golden goal definition, the match will be extended by 10 minutes in two 5 minutes stages until one of the coaches gets a goal, which will automatically finish the match, no matter what time remains for the end of the extra time, determining the victory to the coach who scored the goal.

§ 3 - If the tie continues after an extra time, the match will be defined in a penalty shootout (*See Art. 100*).

#### **CHAPTER VIII – Actuation of chapas and goalkeeper**

Art. 21 - The chapa and the goalkeeper must be actuated by means of one of the technician's hand fingers, who must strike the side of them, without dragging them, without pushing them, without putting his finger inside the chapa or the goalkeeper, and without moving his hand (only a touch similar to a flick, with two fingers forming an arc, or "pincers").



Art. 22 - Types of shooting allowed:

- A) Normal kick: Touch by means of a flick with your fingers touching the dented outside of the chapa.
- B) Bridge: It is made with two fingers of the hand that will not kick, in the form of the letter A, placing the fingers on the field and between them the ball, without touching it. The result of the kick is that only the ball will be moved and the chapa will be held by the bridge fingers.
- C) Cover kick (also called elevated kick): The chapa shall be placed upside down ("mouth" down). The bridge may also be used in this case.
  - a. This shot is valid only in the first action of all serves, including penalty kicks. It is not allowed in the throw in.
- D) Special kick: It occurs when the ball falls inside the chapa. It is also called "header" and can be used as one of the options to make the throw in (*See Art. 74 and its § 1*).

#### CHAPTER IX – Positioning of chapas

Art. 23 - The placing of the chapas in the kick off, which happens at each beginning of period and then when scoring a goal, will be done as follows:

§ 1 - The chapas of the two coaches are distributed on the playing field, and only one chapa can give the kick off. This chapa is the only one that can be inside the central circle.

§ 2 - The second action of this possession may result in a goal kick if the ball leaves the center circle and the kick is not made with the chapa that made the kick off.



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§ 3 - In the initial kick off action, the use of the cover kick and the bridge is allowed.

Art. 24 - On any replacement with the dead ball (except on a penalty kick), the chapas of the technician who has possession of the ball shall be situated at a minimum distance of 90 mm from the ball.

Art. 25 - The defender chapas shall be at a distance of at least 30 mm from the opponent chapas and his own chapa, except within the large area, when they may be within 10 mm of the attackers chapas, keeping the 30 mm distance from his own chapas.

Art. 26 - In the case of a free kick the technician defender can form a wall with 3 chapas (chapas in line, not over each other), at a 90 mm from the ball. The chapas, in this case, can touch each other.

Art. 27 - Thus, when restructuring, the player must take into account the positions of the chapas located on the field in order not to commit the violation of the previous rule.

§ unique - The technician who has possession of the ball will arrange first, thus having the preference to place the chapas in the positions you want. The opponent will then arrange, respecting the distances defined by this rule.

Art. 28 - Once all the chapas are placed, the attacker can measure the distance of 30 mm between the chapas if in doubt whether they are within the correct measurement.

§ 1 - If the shortest distance is confirmed, the first time the attacker will warn the defender. In the following times an indirect free kick will be scored to the attacker at the place where the chapa was at lower regulatory distance.

§ 2 - If the chapas are within the regulatory distance the attacker will be warned and, if you repeat the request in an unfounded manner, indirect free kick will be marked against the attacker, in the place where the alleged irregularity has been indicated.

#### **CHAPTER X – Game development**

Art. 29 - Each player will have one turn at a time. In each turn there may be up to three actions, depending on how the play develops.

Art. 30 - In a turn the following combinations can happen:

- A) Turn of an action: conventional action.
- B) Turn of two actions: ball replenishment action to the game and one more extra action.
- C) Two-share shift: conventional action plus extra action of pass to foot of the chapa.
- D) Three-action turn: ball replenishment action to the game, one more extra touch action and plus extra action of pass to foot of the chapa.



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Art. 31 - An action is the movement or touch with the finger on the chapa, and shall not be allowed to refuse possession of a ball or to touch a chapa without moving it.

§ unique - If the player touches a chapa, it must move visibly, for the play to be considered valid.

Art. 32 - The chapa when touched can:

- A) Moving and stopping without touching anything else: valid action (except on ball replenishments).
- B) Touching the ball: valid action, even if after that the chapa touches other chapas or elements of the game.
- C) Touch an opposing chapa without having touched the ball before: the action will be penalized with foul.
- D) Touch another chapa of the same team without first touching the ball (played popularly known as "telephone" or "train"): in this case, both the chapa that was touched and the chapa that was moved will be missed if they touch an opposing chapa before touching the ball.
  - a. If in turn they push other chapas of the same team (agglomerations) the rule will be applied to each of them. From the moment any chapa touches the ball, the other moved chapas that come to touch other opposing chapas will not miss.
- E) If the chapa collides with the fence without first touching the ball: if, after the shock with the fence, it comes to touch the ball or any other chapa, opponent or not, will be marked a foul (direct or indirect according to the case).
  - a. If don't touch anything else, at the end of your move the chapa will be placed next to the fence where she touched it. Naturally, if she has touched the ball and then the fence, the play will be valid and all the chapas will be kept in the places that come to park.

Art. 33 - The chapas will be placed on the field according to the will of each player, always taking into account that it is forbidden to put chapas in the small area (those who park in the small area, as a result of the game, will be removed immediately out, by the same place where they entered the small area).

§ unique - There are times when these relocations are mandatory or optional.

Art. 34 - The restructuring will take place at times when the ball is dead, that is, in goal kicks, direct or indirect fouls, corners and penalty kicks.

Art. 35 - How the restructuring is done:

- A) All chapas and the goalkeeper must be placed with their bases supported within the playing field, delimited by the sideline and bottom lines.



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- B) No chapa shall be allowed to touch the lines bounding the field, except the goalkeeper on a penalty kick and the plate that will hit a throw in, or a corner kick, or that will charge a foul committed near the sideline or bottom line.
- C) The punishment for a chapa wrongly placed will be an indirect fault at the point where the chapa committed the infringement.
- D) In the restructurings that follow any kind of ball replenishment, the goalkeepers will be placed freely, including outside their areas if the players so wish. The only exception is that the defender goalkeeper cannot be put on a wall in a direct free kick (neither along with other boards nor alone).
- E) A goalkeeper cannot be placed standing (over his side), unless the opponent tells him he will kick the goal and he is inside his own small area (In a corner kick, for example, the striker goalkeeper cannot stand and neither the defender, unless the striker warns that he will shoot from the corner).

Art. 36 - Both coaches will have fifteen (15) simultaneous seconds of time to restructure their chapas. Once the time is up, the coach who defends will have an additional five (5) seconds to complete the restructuring.

Art. 37 - Final restructuring: Once the restructuring is complete, only the chapa that will make the ball replacement can be arranged, except in direct shots to the goal.

Art. 38 - In any restructuring, the ball should stay where it is, with the following exceptions:

- A) Goal kick and ball replenishment by the goalkeeper: it is allowed to change the position of the ball, always within the regulatory positions.
- B) Corner kick: it will be possible to put the ball before declaring that it will kick the goal and, after, put the chapa that will charge.

Art. 39 - Restructuring in replenishments: In goal kick, the relocation is mandatory. If the ball goes out the bottom line driven by an attacker, it will be goal kick.

§ unique - In this case, before charging the goal kick, the attacker will arrange your chapas and then the defender will do the tidying.

Art. 40 - In the corner the relocation is optional. The attacker will announce his intention, whether or not to relocate the chapas. If choose not to relocate, all the chapas will remain in their positions, and only the chapa that will charge the corner can be positioned. This chapa will only have one turn. Unless make a pass, thus getting an extra action.

§ 1 - If the attacking technician chooses to replace the chapas, he will first replace the attack chapas and then the defense chapas.

§ 2 - The attacker will have a turn of two actions and, if make a pass in the second action, will be entitled to a third.



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Art. 41 - No chapa, either attacker or defender, can be placed within the small area. The small area belongs solely and exclusively to the goalkeeper.

Art. 42 - In the throw in there will be no restructuring.

Art. 43 - In direct free kicks the restructuring will be mandatory.

Art. 44 - In the indirect free kicks the restructuring will be optional.

Art. 45 - When tidying the chapas, the attacking technician must place them where you want inside the field and then the action is done by the defender technician, respecting the minimum distance of 30 mm between all chapas.

Art. 46 - If a chapa touches the fence before touching the ball, it will be put back where it touched. If the chapa jumps out of the fence, it will also be placed at the nearest point to where it left the table. If a chapa is on another chapa, it will be placed in reverse ("mouth" down).

§ unique - In all these situations, the chapa will remain off the field and only return when the ball is out of play ("dead" ball).

Art. 47 - It is considered as "pass" the movement in which a chapa touches the ball, and the ball touches another chapa of its own team, within the attacking technician turn. Thus, if the ball has not previously touched any opposing chapa, the striker shall be entitled to one more action, and may once again move the ball with the chapa that made the pass, or with the chapas of his team that are touched by the ball, without interruption, as a result of that pass (the ball touch the opposing chapa "cuts" the pass).

§ unique - It is not allowed to make more than one pass in a turn, unless it has started with a replacement, which would result in a turn of three actions (*See Art. 30*).

Art. 48 - If the ball falls inside a striker's chapa after a turn, a foul will be marked by "hand". If the attacker has made a pass, the chapa with the ball can be played in another action, which configures the "header".

#### **CHAPTER XI – Manipulation of chapas and goalkeepers**

Art. 49 - If the ball is touched and stops inside the small area, it will belong to the goalkeeper, even if the touch does not set up as a pass. The next move will be made by the goalkeeper.

Art. 50 - If a technician touches the ball to the goal and it stops inside the small area, and if the opposing goalkeeper is in the small area, the defending technician can catch the goalkeeper and the ball with his hand and place them anywhere within the small area to put the ball back into play, having an action only, because it is not a shot on goal. A second action is possible if a pass is made after the goalkeeper's replacement.



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Art. 51 - If the ball does not penetrate the small area, the technician will not be allowed to move his goalkeeper with his hand to touch the ball. He must drive a chapa or the goalkeeper himself from the place where he is situated.

Art. 52 - The goalkeeper will be positioned only when the opponent communicates that he will shoot in goal, being placed inside the small area without touching any line except the bottom line, and when the goalkeeper is:

- A) Inside the small area in the moment of the warning to shoot a goal (it is considered inside if any part of the goalkeeper is on one of the lines of the small area).
- B) Inside the arc (having totally surpassed the goal line). In this case, it should be placed with some part on the bottom line, regardless of how it came to be inside the arc: by own motion, pushed by some chapa or any other cause. Of course, once the goalkeeper has been placed on the line is already considered within the area for the next action.

Art. 53 - The technician may choose not to position his goalkeeper, even if he is in a position in which he would not be allowed to be placed (for example, on the line), but must clearly communicate this decision to the opponent.

§ unique - In case it is not placed, it cannot stand on the side ("standing"), being obliged to remain on its base.

Art. 54 - When placed, the goalkeeper can be left on its base (always with the decoration up, never down) or standing, on its side, and can be rotated to stay with any face to the direction of the ball, even under risk of turning beyond the place where it is positioned, when it should be placed on its base in a position outside the area.

§ unique - If the goalkeeper is standing (on his side), he must respect the restriction of not being able to touch any line except the bottom line.

Art. 55 - Once the shot has been made, if the goalkeeper has been standing (on his side) he must be placed on his base immediately, in the place where he stood.

Art. 56 - The goalkeeper should always be placed behind the entire ball (inside the goal if necessary). That is, the goalkeeper can not block the space between a chapa and the ball, leaving free an imaginary straight between an opposing chapa and the whole ball.

§ unique - Otherwise, the goalkeeper can block the path of a chapa to the ball if he is already in that space before being communicated the shoot in goal, renouncing to be placed.

Art. 57 - In a shoot in goal made in a direct free kick or a penalty kick, the placement of the goalkeeper will be made once all the chapas have been restructured.





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Art. 58 - The technician will be able to look from any point of the table at the position he will choose to place the goalkeeper. Usually the coaches position the goalkeeper from the back of their own goal, or from the point of view of who will shot. However, the technician will not be able to look from two different points where he will place the goalkeeper. If so, will commit an indirect free kick in line of the large area of the offender goalkeeper.

Art. 59 - Accumulating chapas around the ball is not allowed. If the technician's turn ends with three or more chapas around the ball, less than 30 mm apart, an indirect free kick shall be scored.

Art. 60 - Some situations may occur, and they will not be punished in these cases:

- A) If it is the result of a fortuitous move in the opponent's possession.
- B) The opponent reposition one of the own chapas (for example, in a charge).
- C) If the technician still has an action to perform in turn, by pass or replacement.

Art. 61 - The technician must change the arrangement of his chapas before the end of his turn to avoid committing the infringement.

Art. 62 - Regardless of the number of chapas, or the distance, an obstruction will occur at the end of the turn if a team's chapas surround the ball without leaving any free space allowing an opponent's chapa to hit the ball without committing foul.

Art. 63 - It does not matter that at this time there is or not some opponent's chapa with shot line to take advantage of this free space.

Art. 64 - The technician has until the end of the turn to undo the obstruction or will be pointed an indirect foul.

§ unique - In case when undoing the obstruction casually another obstruction is created preventing access to the ball, an indirect free kick will be marked as it would be if the previous obstruction were maintained.

Art. 65 - The dimensions of the ball theoretically do not allow there to be an obstruction with only two chapas, however, in practice when two chapas hide the ball between themselves, it will be assumed that the opposing technician has space to touch the ball and the foul will not be marked, unless it is very clear the intention to block the play by the technician who ended his turn.

Art. 66 - Any doubt about whether the chapa touched before or after the ball will be resolved in favor of the technician who seeks to dispute the ball between the two opposing chapas.

§ unique - That is, the technician who closes the ball between two chapas, assumes that the opponent has a space to touch the ball, since on the contrary would be committing the obstruction foul.



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Art. 67 - Two chapas of the same technician will be in "sandwich" position if they are separated by less than 30 mm and if the ball is between them.

§ 1 - If a technician starts his turn in a "sandwich" position, have to make room for that turn or the next.

§ 2 - That is, the technician has two complete turns to undo this position, and can in consecutive possession make a pass and thus have an extra action.

§ 3 - Otherwise, at the end of your second turn and the obstruction persists, will be marked an indirect foul.

Art. 68 - If the two chapas that are in the "sandwich" position make a pass between themselves (the so called "mini pass") and after the extra action obtained with the mini pass again continue in the same "sandwich" position, then these two chapas will not benefit from a new extra action by going through any of the following turns, until, before trying a new pass:

- A) An opposing chapa touches the ball or...
- B) The chapas in question leave the "sandwich" position.

§ unique - Meanwhile, the other passes made will not receive the right of an extra action and the possession will pass to the opponent.

Art. 69 - Mini passes are not allowed in sequence. The mini pass is allowed only once (close, open and kick), but the technician who with the extra action closes the position again can not take advantage of it to make a new mini pass, when you decide to open the "sandwich".

Art. 70 - If in a situation of play a chapa comes to be without its base completely leaned on the playing field and is supported on another chapa, it should be removed and placed 10 mm away from the chapas that were under it, by the technician owner of the chapas that supported it.

Art. 71 - If this situation is not possible to accomplish, the technician will move the irregular chapa as little as possible, always respecting the rule that the chapa in the upper (load) position is not in contact with any other chapa.

#### **CHAPTER XII – Advantage**

Art. 72 - If a foul occurs, the technician who suffered the infringement may choose to beat the foul or continue the game. Thus, the infringer will not benefit.

#### **CHAPTER XIII – Ball replenishment**

Art. 73 - In general, the technician who puts the ball back into play can choose to restructure (and take a turn of two actions) or not (and have only one action). In direct free kicks is mandatory the replacement, but you can only play once. It is not allowed to touch the ball



again with the same chapa that made the replacement, until the ball is touched by another chapa.

§ 1 - If the replacement is done with restructuring, whether goal kick, indirect free kick or corner kick, and when firing the ball touch a chapa of the same team, the second action can be done with any chapa. And if by making this second action the ball touches again a chapa of the same team, then it will be considered a pass.

§ 2 - This way we have an extra action and only the chapas that participated in this pass can be moved. This rule is not valid for the throw in obtained with deviation in opposing chapa (popularly called "dug throw in" or, in Portuguese "lateral cavado", and in Spanish "saque de banda cavado") (See Art. 77<sup>o</sup>).

#### CHAPTER XIV – Throw in

Art. 74 - The throw in occurs when the ball leaves the playing field through the sidelines.

§ 1 - The ball replacement can be done in two ways: with the ball placed inside the chapa or with the ball beside to the chapa. In both cases the ball shall be situated on the sideline at the place where it left the field. There is no restructuring in the throw in.

§ 2 - The movement must be cleaned, in the same way as in a normal touch, and the finger cannot touch the ball if it is inside the chapa.

§ 3 - The cover kick or bridge is not allowed in the throw in.

§ 4 - It is not valid the goal in a throw in, not even if the ball touches another chapa.

§ 5 - The throw in made in a wrong way is technical foul and reverted to the opponent.

Art. 75 - there are two types of throw in, which happen according to the following conditions:

Art. 76 – “Given” throw in: Occurs when a technician in your possession touches the ball and it exits through one of the sidelines, directly or deflected by a chapa of your own team. In this situation, a throw in will be made against the technician who put the ball out of the playing field.

- A) The “given” throw in provided will ensure the technician a possession with two actions: the ball replenishment plus an extra touch.
- B) If the technician holds an extra touch, he will be entitled to one more action, totaling three: the replenishment action, the extra touch action that results in a pass, and the third.

Art. 77 - "Dug" throw in: When the ball thrown by the striker touches an opposing chapa and comes out by the sideline, the striker will continue with the possession of the ball, making the throw in at the point where the ball left, setting it a "dug" throw in.



- A) The attacker who obtains a throw in in this way will be entitled only to put the ball back in play, that is, only charge the throw in and will not have another action even if you make a pass.
- B) In this case, even if make a pass on this charge, will no longer have possession of the ball when it stops.

#### **CHAPTER XV – Goal kick and goalkeeper replacement**

Art. 78 - The goalkeeper replacement happens if the ball and the goalkeeper are within the small area. The ball can be freely placed anywhere in the small area and the technician will trigger his goalkeeper as if hitting a goal kick.

§ 1 - This type of replacement only contains one action and there is no restructuring.

§ 2 - It will not be valid the goalkeeper goal in the first action of the goalkeeper replacement, nor if the ball comes to bat on another chapa.

§ 3 - The shot on goal from the second action will be allowed if the ball crosses the line that divides the field and if a pass is made.

Art. 79 - The goal kick will be signaled when the ball exits the opposing bottom line impelled by a chapa of the attacking technician.

Art. 80 - In the goal kick, when the restructuring is made, the technician who makes the replacement is entitled to a second action (even if the ball comes to touch an opposing chapa after the first action).

Art. 81 - In both situations, goal kick and goalkeeper replacement:

- A) The cover kick and the bridge are allowed.
- B) In a goal kick there should be no chapa within the small area of the team that hits the goal kick (except the goalkeeper or the chapa that is used for replacement) and in the large area there can only be chapas of the team that defends, and always distant at least to 90 mm, as in the rest of the field.
- C) All chapas and the goalkeeper must be more than 90 mm from the ball, except the chapa (or the goalkeeper) that will make the replacement.
  - a. In goalkeeper replacement (Art. 78) one cannot use a chapa, only the goalkeeper himself.
- D) If in a goal kick the ball does not come out of the large area should be market an indirect free kick, to be charged from the point where the ball stopped.
  - a. This avoids a technician with an advantage on the scoreboard wasting time on purpose in his area, after his opponent has positioned his defense.



- E) After making a replacement, the goalkeeper will not be able to return to the small area, with the purpose of preventing it to move other chapas or to be relocated where you want to do a new touch.
- F) To prevent the goalkeeper from staying out of the area when performing a replenishment, there are three valid ways:
  - a. Hit the goal kick with another plate.
  - b. Hit the goal kick with the goalkeeper using the bridge, thus preventing it from moving.
  - c. Replace the ball without using the bridge and leave the goalkeeper in the place where he stopped to continue playing.

#### **CHAPTER XVI – Corner**

Art. 82 - The corner will be marked if the ball crosses the bottom line after hitting a defender, or has been deflected in a shot on goal by a defender, or even simply thrown out by a defender. It will be a corner kick, for example, if the ball is kicked by goal and touches the defenders on the field and goes out by the bottom line.

Art. 83 - The corner is charged with the ball positioned on or inside the quarter circle corresponding to the side where the ball exited.

§ 1 – The cover kick or with bridge is allowed.

§ 2 - The ball can be put at ease in the quarter circle after the restructuring.

§ 3 - The goal from the corner will be valid if announced before the charge. Can be performed with or without restructuring.

§ 4 - If the restructuring is done and no shot on goal is announced, there will be a second action for the striker.

§ 5 - If the restructuring is not done there will be no second action, unless there is a pass due to the hit of the corner, without shot on goal.

§ 6º - If the striker did the restructuring, he is entitled to the second action, except if the ball comes to stay in the small area, which automatically gives the possession of the ball to the goalkeeper.

#### **CHAPTER XVII – Shot on goal**

Art. 84 - A shot on goal will only be valid if the ball is beyond the line that divides the field.

Art. 85 - The goal in which the ball has been kicked from the defense field, from a goal kick, from a throw in or from an indirect free kick shall not be considered valid.

Art. 86 - For the goal to be valid, in all cases, the ball must completely cross the goal line.



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Art. 87 - Before kicking, it is necessary to verbally warn the opponent, clearly saying "go for the goal", "on goal", or something similar that reveals the intention to kick (the attacker is not required to reveal with which chapa he will shot on goal). Otherwise the goal will not be validated.

Art. 88 - On being warned, the defender will place his goalkeeper, within the small area, the way you want to defend the shot (on the side of the cap or on its base).

§ unique - The goal will be valid even if the chapa that made the shot leaves the game table or falls to the ground. This applies to all cases, including free kicks, penalties and penalty shootouts.

Art. 89 - When the attacking technician announces that he will shot on goal, the defender can place the goalkeeper anywhere within the small area without, however, touching his lines. The goalkeeper is allowed to touch a goal line.

Art. 90 - The defender technician can authorize the shot on goal without putting the goalkeeper, that is, without positioning it for defense (*See Art. 53, and its paragraph*).

#### **CHAPTER XVIII - The goal**

Art. 91 - The goal will be scored when the ball passes through completely and within the rules the goal line (*See Art. 86*).

Art. 92 - No goal shall be scored if the ball stops moving and part of it remains on the line.

Art. 93 - The ball that enters the goal crossing the line and comes out then will, of course, be considered goal.

Art. 94 - Goal against own goal: When a technician touches the ball against his own goal, directly or indirectly, in this case reaching before chapas, goalkeepers or the structure of the arcs, his or the opponent, will have scored an own goal.

Art. 95 - A own goal cannot be annulled in any of the cases contemplated in this rule.

#### **CHAPTER XIX – The penalty**

Art. 96 - In the penalty kick, the common kick, the cover kick and the kick with bridge are allowed. There is no extra action. Before hitting the penalty, there is a restructuring.

Art. 97 - The technician who will make the charge must put the ball in the penalty mark and position the chapa that will hit. Then the opponent will place the goalkeeper, who must be on the goal line.

§ unique - The charge will be valid even if the actuated chapa does not touch the ball.



Art. 98 - In case the penalty kick is not entered in the first touch and is hit by the same chapa still in motion and, finally, enter the arc the goal will be validated (This rule will be valid even in the penalty shootout, after the match has been finished in its normal time).

Art. 99 - The goal should be validated even if, when hitting the penalty, the ball enters the goal and the chapa leave the game table (This rule will be valid even in the penalty shootout, after the match has been finished in its normal time).

Art. 100 - The penalty shootout will be made with the charging of 3 (three) alternate penalties by technician. If equality persists, the dispute will continue alternately until its definition.

§ unique - All situations of a penalty during the game are valid in the same way in the penalty shootout.

#### **CHAPTER XX – The foul**

Art. 101 - If a chapa being moved touches an opposing chapa before touching the ball, a foul shall be marked.

§ 1 - The fault will be direct if it was committed in the defense field of the chapa that committed the infringement. Otherwise, the fault will be indirect.

§ 2 - A penalty will be scored if the foul was committed within the defender's large area.

§ 3 - If the opponent prefers, he can continue to play, leaving the foul aside and getting possession of the ball, thus setting himself in "*advantage*" (See Art. 72).

§ 4 - The intentional foul (hitting an opposing chapa on purpose without the intention of touching the ball in order to delay the game) shall be marked. The chapa that was used for this will be expelled and removed from match.

Art. 102 - A foul may also occur if the ball touches the technician's hand at any point on the pitch, making it a direct foul, indirect foul or penalty, as the case may be.

Art. 103 - Before the charge of an indirect fault, the technician must warn if there will be restructuring or not. If there is restructuring, the technician warns the opponent and will be entitled to an extra action after the charge. Otherwise, must make the charge obligatory with the chapa that received the fault.

§ 1 - In indirect foul, the infringing chapa will be placed 90 mm from the ball and there will be no extra action, except if there is a pass.

§ 2 - If after the charge (in the first action) the ball stops completely within the small opposing area, your possession will be the goalkeeper and the attacking technician loses his second action (See Art. 49 and Art. 50).



§ 3 - Cover kick or bridge allowed.

§ 4 - If the foul is not direct (a direct free kick), the goal is not valid in the first action, only in the second (if any).

Art. 104 - In direct foul, the defender can arm a wall at a distance of 90 mm from the ball (See Art. 26). The attacker can make the charge using the cover kick and the bridge kick.

Art. 105 - A direct foul can be charged in three ways: Direct, indirect with restructuring and indirect without restructuring, which determines the importance of placing order.

§ unique - The placement order develops as in the corner, as follows:

- A) The technician who charges the fault declares whether or not there will be restructuring.
- B) The ball is positioned in place.
- C) If there is restructuring, the attacking chapas will be positioned (as well as the goalkeeper, always lying down), except the chapa that will make the charge.
- D) Then the defender chapas are placed, more than 90 mm from the ball (including goalkeeper, also lying down).
- E) The defending technician chooses whether to put up a wall or not. Once chosen, cannot go back.
- F) The attacker warns if he will kick direct (losing the second action) or indirect, the defenders can not be relocated, even if they are in the wall (if there is restructuring, can not charge directly).
- G) The chapa that will hit the foul can be placed normally or reversed (upside down).
- H) If the direct free kick has been declared, the defender goalkeeper will be placed last, standing or lying down. Otherwise, the goalkeeper will stay where he is.
- I) The lack is beat.
  - a. It is not allowed to change the position of any element outside this order (if a technician breaks this rule, his opponent announces an indirect free kick in the position of the offender element, returns the chapas and beats the foul normally).

#### **CHAPTER XXI – The referee**

Art. 106 - The referee is the natural person in charge of initiating, finalizing, interpreting and making decisions regarding the bids and progress of a match.

Art. 107 - The authority of the referee, when requested, is supreme throughout the game room, starting from the receipt of the docket of the match until the return of the same, and the events after the return of the docket are the competence of the Entity that oversees and organizes the competition through its representative or, in the absence of this, the higher hierarchical element of the same, present in the enclosure.





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Art. 108 - The referee may penalize the coaches with a yellow card and a red card if a technician spends time unnecessarily (for example, by looking behind and in front of the arc to place his goalkeeper), if commit an act of disrespect to your opponent or others present in the room, for using attitudes that annoy your opponent while playing, etc.

Art. 109 - In the event of one of these violations, the referee must stop the timer and verbally warn the technician.

§ 1 - If the behavior recurs, the technician will be warned with yellow card and will be charged an indirect free kick where the ball is.

§ 2 - In new gender infraction, the referee will display the red card to the technician, expelling him from the match. The offender will be penalized with defeat by 1-0 (or the moment score, if are losing by more than 1 goal difference).

Art. 110 - The indication, or not, of referees for a match, or competition, is optional for the responsible for the organization of the competition, maintaining the right of the coaches to request refereeing when and if they deem it necessary, being then designated by the delegate of the competition.

#### **CHAPTER XXII – Team disputes**

Art. 112 - The team dispute shall be conducted as follows:

Art. 113 - In international competitions, teams will be formed of four players, who will face each other in a single game, defined by draw.

§ unique - The sum of the four games determines the winner of the team match, being 3 points per win, 2 points per draw and 0 points per loss.

Art. 114 - In the event of a tie in the general standings, there will be a 10 minute extra-time (divided into two 5 minute periods each, without a break) in all four matches, with "golden goal" (also known as "sudden death" in some places). The first goal scored will determine the winner of the match.

§ unique - If the tie persists after the extra-time, the tiebreaker shall be, in this order:

- 1) Biggest goal difference in the match;
- 2) Increased number of goals in favour in the match;
- 3) Drawing.

Art. 115 - If any team is missing a player, they can act with only three athletes but, in this case, they will lose one of the four games of the overall match by 1-0.



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Art. 116 - In national competitions the teams can be formed by three athletes (can be two, and the missing losing by 1-0, as already seen), and there will be no extra-time in case of a tie, being used the tiebreaker criteria, mentioned above, to define the match, if necessary.

#### **CHAPTER XXIII - Final considerations**

Art. 117 - This Regulation arose from the need to clarify and extinguish the doubts that could still exist about the international practice of the modality of table football called "Chapas".

Art. 118 - This manual will always be open to improvements that are necessary or of interest for the good development of the competitions of the modality organized not only in the countries affiliated to the International Table Football Confederation (ITFC), but also in countries that want to adopt it later.

Art. 119 - The Rule that you have in your hands was elaborated by the Management Committee of the "Chapas" Rule, specially designated by the representatives of the countries affiliated to the ITFC that practice the modality, and approved by the Annual Congress of the entity, held by videoconference on 27 March 2021.

Art. 120 - Any changes to these Rules can only be made with the approval of this Management Committee.

Art. 121 - It was initially officially adopted by Argentina, Bolivia, Brazil, Chile, Colombia, Hungary, Peru and Uruguay, countries practicing of the "Chapas" and introducing the modality in the ITFC, subsequently confirmed in all other countries affiliated to this International Confederation.

Art. 122 - This document should be distributed to all countries, confederations, federations, clubs, associations, players and/or fans, through the internet or any media available, so that they know and can also spread and promote table football, in its "Chapas" modality.

- 1) Your copy is allowed for broadcast, unchanged.
- 2) The ITFC will look for its official translation into as many languages as possible, with Spanish, English and Portuguese being the first three original official versions.

Art. 123 - Any doubt in their interpretations must be sent to the legal representatives of the "Chapas" modality in the ITFC, or to other Confederations or National Federations affiliated to it.

Art. 124 - Original Management Committee of the ITFC, for the compilation and drafting of the "Chapas" Rule (March 2021):

- Marcelo Coutinho (Brazil) – President;
- Marcelo Rossi (Argentina) – Editor;
- Abel Cepa (Brazil);



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- Andrés Marteluna (Uruguay);
- José Bustillo (Bolivia);
- Marcelo Lages (Brazil).
  - And in addition:
- Humberto Alencar (Brazil) – Portuguese Translation;
- Marcelo Coutinho (Brazil) – English Translation;

Art. 125 - As a bibliographic reference, all the official compendiums of the Rules of the International Table Football Confederation (ITFC), the Confederação Brasileira de Futebol de Mesa (CBFM), the Federação de Futebol de Mesa do Estado do Rio de Janeiro (FEFUMERJ) and the Federació Futbol Botons de Catalunya (FFBC), were sources of consultation for the elaboration of the International Rule of the Modality "Chapas", namely:

- Ball (3 Touches);
- Ball (12 Touches);
- Dadinho;
- Disc (1 Touch);
- Old Style Buttons (Catalan Rule);
- Pastilha;
- Sectorball.