

Rules

Playing Format

First to 10 goals wins.

Coin Toss

If you win the coin toss, you take the first kick-off.

Kick-off

To kick-off or restart, ask “Ready?”, and when your opponent responds “Ready!” you can move the ball.

Goal

You can score from any figure on any rod. If you concede a goal you take the next kick-off.

Dead Ball

If the ball goes dead between the rods, the team that conceded the last goal takes the next kick-off.

Ball Off Table

If the ball flies off the table through the power of your shot, your opponent restarts.

No Spinning

You can rotate the rod once to hit the ball, but more than one rotation is not allowed.

Fair Play

Don't put your hand into the playfield while the ball is in play, don't slam any rod, and don't lift the table. Play should be continuous until a goal is scored.

Penalty

If you break a rule, give the ball to your opponent for a kick-off.