



South African Association of Table Soccer

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SAATS Rules Summary

SAATS Rules Summary for South African Championship.

1. Code of Ethics

No unsportsmanlike or unruly behaviour will be tolerated between anyone and anywhere at any given time. Penalty – Expulsion and fine.

2. Match

Consists of best of 3 games or otherwise specified by officials. Coin flip precede start of match

3. Serve and ready

Serve starts from middle player of five man rod. Player in possession asks "Ready". Player must move the ball to the next man and pause before striking the ball.

4. Ball Dead and off table

If ball stops near 5 man rod it is awarded to the 5 man rod that last served. Ball off the table will be put into goalie rods of direction of the ball.

5. Time out

Both teams have two 30 seconds time out when in possession on the ball per game. An official time out is, if a dispute arises during play, ball to be stopped or dead ball.

6. Table sides, Positions

After each game players have 90 seconds to change sides if preferred. In doubles, players may change position if ball is dead, scored or after time out

7. Spinning is illegal

If a ball is advanced by an illegal spin, the opposing team have option to play from current position or serve ball. If ball is not advanced it is not considered play to resume.

8. Jarring

Jarring, lifting, sliding is illegal. These are accumulated per match. Penalty is opposing team has choice to continue play, play current position or serve the ball, 3rd violation is considered a technical fault.

9. Distraction

Any movement, sound made by rod or any other player when ball is in play may be judged distraction. Players moving hands of rods is considered distraction. Violation is opposing team choice to play from current position, continue from current position or serve the ball.

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South African Association of Table Soccer

Sudesh Fakir(President), Riaz Cassoojee(Vice President), Secretary(Ramiez Dayal), Ardhele ul-Haq Meer (member), Nilesh Ramkissoon(member), Poovee Naidoo(member), Pritha Fakir(member)



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10. Passing

- If a ball is front or back pinned it cannot be passed from that player. It must touch 2 player figures before advancing the ball.
- If a ball is stopped it must be passed immediately.
- If a ball was pinned or stopped but not caught by 3 rod, play may resume.
- Subsequent violation- is opposing team to continue play from current position or may serve the ball.
- When passing from the 5 man to the 3 man rod, u only allowed to strike the wall twice. If it goes to the wall the third time it must be advanced towards the goalie and two man rods.
- Any ball that is front or back pinned may not be passed from the same player figure, however if the ball strikes the side of the man it may be passed from the same player figure.

11. Time possession of the ball

5 man rod - 10 seconds

Goalie rods - 12 sec

3 man Rod - 15 sec

12. Technical Fouls

It is in the judgement of a tournament official at any given time to call "technical foul" if it is an intended violation. Opponent awarded ball in 3 rod.

If a goal is scored, opposing team to serve, or ball goes back to original position.

If there are any distractions, table fault, queries or issues, the ball must be dead, off the table or stopped and call an official. No queries will be accommodated after a goal or after a match.

13. Tournament Details

All decisions like draws, events and timing matches are final from official and Tournament director.

Dress Code

Preferably players must wear proper sporting attire.

CHAMPIONS ARE NOT BORN, THEY ARE MADE BY PASSION, SACRIFICE AND COMMITMENTS

Yours sincerely
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