



Gateball

a player's guide to the rules



Taken from the 2015 rules of the World Gateball Union

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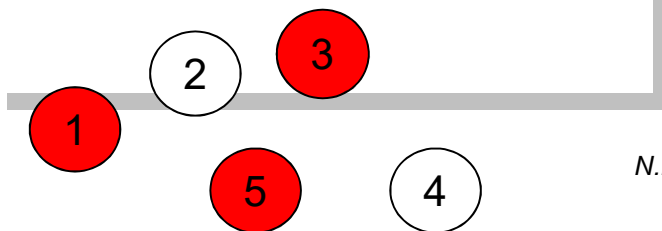
*"Oh, you should never, never doubt
what nobody is sure about" (Hilaire Belloc)*

Stroking	<i>What happens if ...</i>	<i>Rule says that ...</i>	<i>Rule:</i>
	1 You touch your ball with anything except the end face of your stick.	Stroking foul. End of turn. Your ball is returned to the position it was in before the ball moved. <i>N.B. in the Start zone you must place your ball by hand.</i>	12.1.1. & 12.4.1.3
	2 Whilst preparing to stroke, your stick touches the ball without your meaning to do so	End of turn (because if you hit twice = stroking foul, ball replaced). <i>The Referee calls "End of stroke".</i>	12.4.1.2.
	3 You do not stroke your ball inside 10 seconds from being called to play or, after your stroke, from when all the balls have come to rest inside the inner field (see diagram, p 20)	Time foul = End of turn. Any balls that moved are returned to the position they were in before moving. <i>N.B. In the countdown, the referee calls 8 seconds, 9 seconds, 10 seconds, then calls "Foul".</i>	9.1.3., 9.2.1. & 9.2.2.
	4 You stroke your ball while one or more other balls is still moving inside the inner field.	Stroking foul = End of turn. Your ball is returned to where it was before it moved.	12.4.1.8 & 12.4.2.1

	<i>What happens if ...</i>	<i>Rule says that ...</i>	<i>Rule:</i>
5	You push your ball instead of a clean stroke, or you strike the ball twice in the same stroke.	Stroking foul = End of turn and your ball is returned to the position it was in before it moved.	12.4.1.1, 12.4.1.2 & 12.4.2.1
6	An out-ball hampers your intended stroke.	The out ball may be temporarily moved by the Referee. <i>Example below.</i>	17. 2. 3.

Stroking

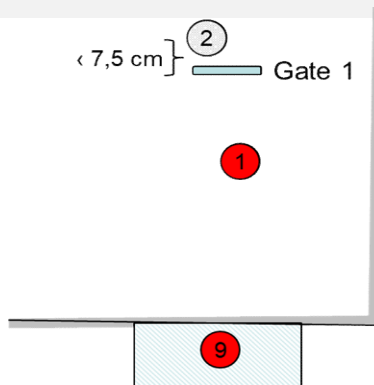
- Ball 2 is next to play. only balls 4 & 5 may be temporarily moved.
- When ball 5 plays next, then only ball 4 may be temporarily moved.



N.B. The stroker must request the referee to move a ball. If the stroker touches or moves the ball it's a foul, end of turn.

N.B. When a ball is to be moved temporarily, the Referee should first mark its position with a marker corresponding to the ball to be moved.

	What happens if ...	Rule says that ...	Rule:
7	From the Start zone (see <i>diagram below, item 10</i>) , your ball does not pass Gate 1	End of turn. Your ball is placed outside the outer field and you try again next time your number is called.	13.1.1. (1)1 & Q&A 66
8	Another ball is lying between the Start-Zone and Gate 1 (or behind Gate 1 but by not more than a ball's diameter)	The referee may temporarily move the other ball(s) <i>Example below</i>	12.2.1.2
9	When called upon to play, your ball is already lying in the Start zone and you simply stroke it	The 10 second count continues while you collect your ball and place it by hand in the Start zone. The ball must be placed by hand <i>after</i> the Ref calls your number	12.2.1 Q&A 59



In this example, balls 1 & 2 may be temporarily removed while ball 9 is stroked from the Start Zone.

The ref marks the ball's position with a marker corresponding to the ball being moved.

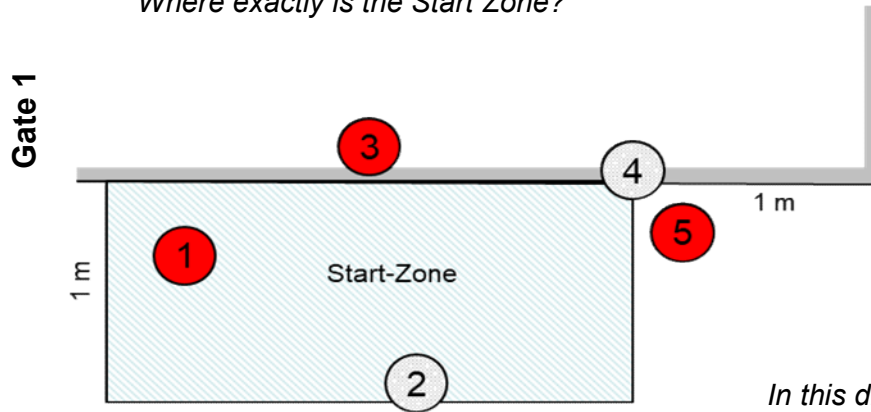
What happens if ...**Rule says that ...****Rule:**

- 10** After running Gate 1, in the same stroke your ball touches another ball, both balls remaining in the inner field. What happens?

This touch does not count as a successful Touch.* You stroke again because you ran Gate 1 and may now stroke and Touch that other ball if you choose.

**Note: this only applies to Gate 1.*

Where exactly is the Start Zone?

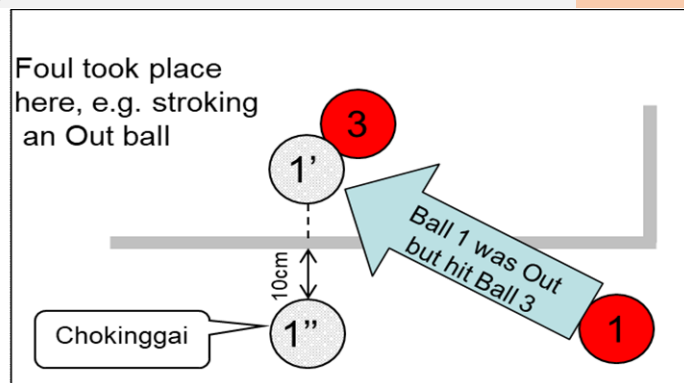
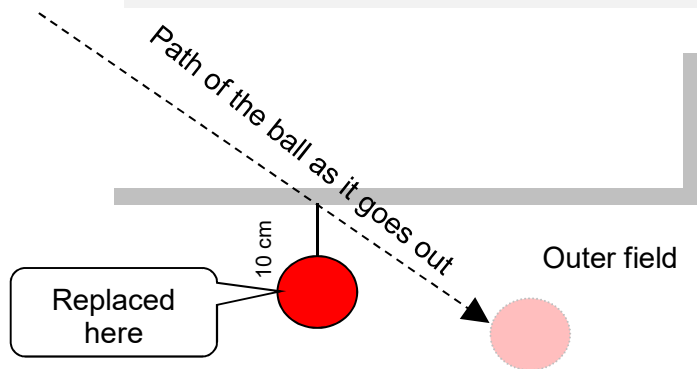


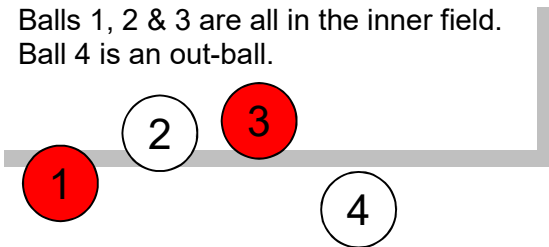
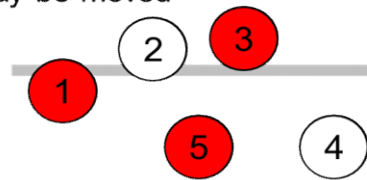
In this diagram, stroking Balls 3 & 5 "from the Start-Zone" would be a Foul in each case, after your stroke

13.1.1.,
15.1.1.2 &
Q&A 91

12.4.1.10
& Q&A 65

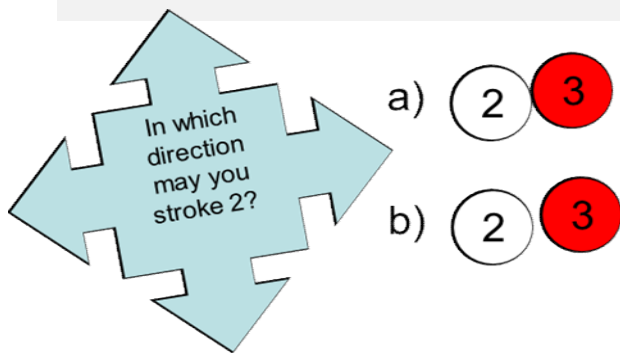
	What happens if ...	Rule says that ...	Rule:
	11 Your ball goes Out (i.e. it leaves the inner field)	End of turn. Your ball is replaced 10 cm outside the point where it crossed the line (i.e. the outside edge of the inner line). <i>Example below.</i>	17.2.1. & 17.2.2.
Out ball	12 Yours is an Out-ball but, when stroking, it hits another ball	From "Out", you may merely play an out ball back into the court. If your ball hits another, it is a Foul and yours is placed in the Chokkingai (see Fouls, below), the other is placed where it was before it was moved. You may not score a point, but running through a Gate or hitting the pin is not a foul	17.4.1. & 17.4.2.



	What happens if ...	Rule says that ...	Rule:
Out ball	13 A ball is lying on the line (the inner line surrounding the inner field)	On the line is not out. A ball becomes an Out-ball when it no longer overhangs the <i>outside edge</i> of the inner line.	1.1.2.(1)1. a Q&A 154
	14 A ball goes Out but then rolls back into the inner field	The ball is an out-Ball and is placed 10 cm outside the inner line where it first went out	17.1.1 & 17.2.2
	15 A ball would have gone out but it is kept inside the court by the line itself	The ball does not become an Out-ball	17.1.1
	16 An Out-ball hampers your intended stroke	The Out ball may be temporarily moved by the Referee on request. <i>Example below . N.B. The ball moved is to be marked with a marker corresponding to the ball.</i>	17.2.3
	17 Despite stroking an Out-Ball, it never goes into the court	The ball is placed where it was before it was stroked (<i>10 cm outside the inner line</i>)	11.2.1.(5) 17.2.1.(1)4 17.2(1)2
	<p>Balls 1, 2 & 3 are all in the inner field. Ball 4 is an out-ball.</p> 	<p>a) 2 is next to play. Balls 5 & 4 may be temporarily moved</p> <p>b) When 5 plays next, then only 4 may be moved</p> 	Q&A 154

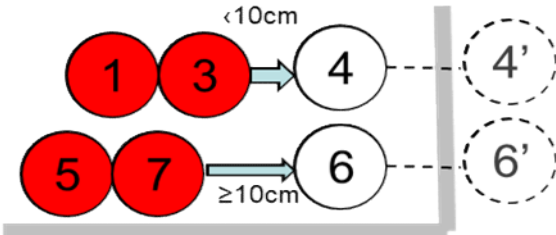
What happens if ...		Rule says that ...	Rule:
Touch	18 Your ball touches another ball but then either ball goes Out (leaves the inner field).	Touch but no Spark or continuation stroke, thus end of turn. The Out-ball is placed 10 cm outside where it crossed the inner field line.	15.2.1.
	19 Your ball hits another and both stay inside the inner field line	This is an effective "Touch". You pick up the ball that you hit and "spark" with it (see below)	15.2.1
	20 Your ball hits more than one other, and they all stay inside the line of the inner field	You spark all the Touched balls* before you may stroke again. <i>Once you have lifted a first ball to spark, you may not change your mind.</i> You then stroke just once more, regardless of how many balls you Sparked	15.2.1.1 15.3.1 Q&A 151
	<i>*If several balls are lying in contact with your ball, you may temporarily move the other balls away. First ask the referee if the balls are in fact in contact.</i>		16.2.3

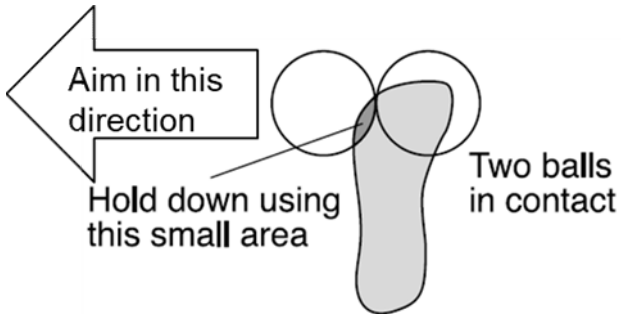
	What happens if ...	Rule says that ...	Rule:
	21 Your ball "Touches" another twice during one turn	End of turn, your ball becomes an Out-ball at the Chokinggai measured from the position it was in when it touched twice. The other ball is returned to the position it was in before the ball moved.	15.4
Touch	22 a) When you come to stroke, your ball is already lying in contact with another. In which direction can you stroke?	Regardless of the direction in which you stroke, it counts as a Touch and you spark from where your ball comes to rest (provided both balls stay in the inner field).	15.1.1.1
	b) Your ball is lying very close to another. In which direction can you stroke?	<i>Unless you aim only a glancing hit on ball 3 (Slide-Touch), you risk stroking your own ball twice or hitting ball 3 twice when your ball bounces back (both are Fouls)</i>	



N.B. Ask the Ref to confirm that the balls were in contact before you stroke.

	<i>What happens if ...</i>	<i>Rule says that ...</i>	<i>Rule:</i>
Spark	23 When sparking, may you twist your foot on your ball?	Yes	16.2.2.2
	24 After sparking, your ball ends up in a hole. May you lift your ball and smoothe the ground before stroking?	No, this would be a ball-touch Foul. You may never* lift your ball to smoothe the ground. <i>*Unless generally agreed before the game starts, and allowed each time by the Referee</i>	18.1.2.1 & Q&A 192
	25 The ball you are sparking does not travel at least 10 cm	Foul = end of turn and your ball is removed from the inner field and placed on the penalty spot or "Chokinggai" <i>(unless the sparked ball goes Out or makes Agari)</i>	16.4.1.(5) & Q&A 111

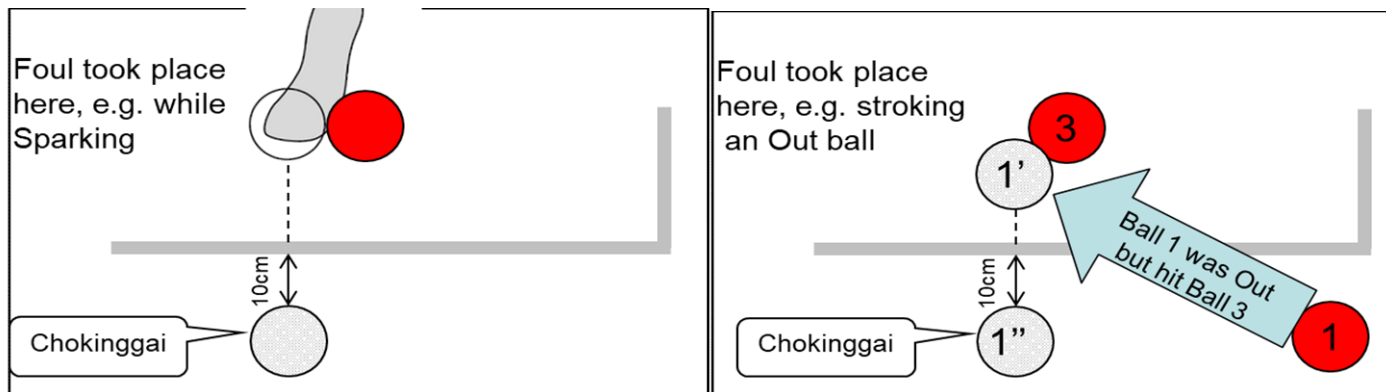
	<i>What happens if ...</i>	<i>Rule says that ...</i>	<i>Rule:</i>
26	The ball you are sparking goes Out	The out ball is placed 10 cm from where it crossed the line of the inner field. You now stroke again as you are still entitled to your continuation stroke.	12.3.1.(2) 16.3.1.(3) & 17.2.2.(1) 1
	27 The ball that you sparked hits another and knocks it out. Is this a Touch?	No. The out-ball is placed 10 cm from where it crossed the line of the inner field. You now stroke again if you are still entitled to your continuation stroke. <i>Example below.</i>	15.1.1. & Q&A 106
<p>Sparking 7 to bombard 6 out is not a Foul just because it bounces back inside 10cm</p>  <p><i>This "bombarding" does not count as a Touch. Beware however : Ball 3 must travel at least 10 cm. Beware also a double touch if the sparked ball bounces back too far.</i></p>			
			16.3.1.1 & Q&A 133

	<i>What happens if ...</i>	<i>Rule says that ...</i>	<i>Rule:</i>
28	When sparking, your ball escapes completely from under your foot	Sparking Foul = your ball goes to the Chokinggai* and other balls that moved are replaced * See below under Fouls	16.4.1.2, 16.4.2.2, 16.4.2.3 Q&A 146
29	When sparking, you strike your foot and not the ball	Foul and your ball is placed	16.4.1.(4)
			16.2.1. Q&A 110
	To Spark: <ol style="list-style-type: none"> 1. Lift the touched ball. 2. Indicate with your arm/hand the direction the sparked ball will travel. 3. Place your foot on your ball. 4. Set the touched ball in contact, under your foot 5. Remove your hand and stroke your ball to move the other ball at least 10 cm 6. Remove your foot and stroke your own ball 		

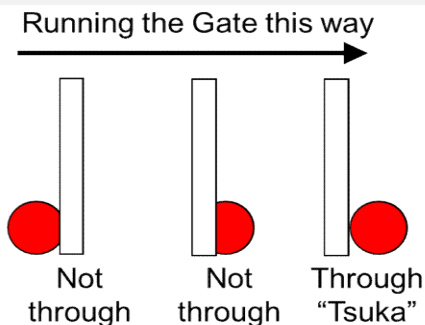
	<i>What happens if ...</i>	<i>Rule says that ...</i>	<i>Rule:</i>
Spark	30 When sparking, you strike the ground and not your ball	You can still try to strike the ball again, within the original 10 second limit.	16.1. & 16.2.
	31 When sparking, you strike both your foot and your ball	It can still count as an effective spark provided the sparked ball travels 10 cm or more.	16.2.2.5 & 16.3.
	32 You gained the right to spark but instead you just stroke your ball	End of turn. Your ball goes to the Chokinggai. The Touched ball remains where it stopped after the Touch. Any other balls moved as a result of the foul are returned to the position they were in before they moved.	16.1.1.(1) 16.4.2.1.3 12.4.1.111 2.4.2.(2) 12.4.2.(5)
	33 When sparking, you change your mind about the direction to aim. Do you lift the Touched ball, or your foot, or both, in order to re-set?	If you cannot change aim simply by twisting your foot, you must lift the Touched ball. You may also lift your foot and start again to re-set the balls.	16.2.2.2

But watch out for the 10 second rule "Time Over"

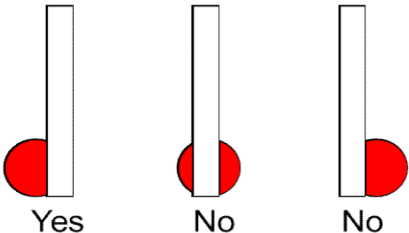

What happens if ...	Rule says that ...	Rule:
34 For many fouls, the ball is placed at the "Chokinggai". Where is this?	The penalty point, or Chokinggai, is 10 cm away from and at right angles to the outside edge of the inner line, nearest to where the foul took place.	17.2.2.1.1



	<i>What happens if ...</i>	<i>Rule says that ...</i>	<i>Rule:</i>
35	Your ball runs through its next Gate in turn and stays inside the line.	Successfully passing through the Gate counts as Tsuka and so scores a point. You also stroke again, as you are now entitled to your continuation stroke.	12.3.1. & 13.1.1.
36	Your ball runs the Gate but then rolls or bounces back. Is this Tsuka?	It still counts as Tsuka	13.1.1. & Q&A 90
37	Your ball runs the Gate but then goes Out. Is this Tsuka?	It still counts as Tsuka but you get no extra stroke	13.1.1
38	Your ball makes a Touch in the same stroke as running the Gate, and both stay in the inner field	Tsuka, you spark, then you have 2 extra strokes instead of the normal one (regardless of whether the Touch is before or after the Gate) <i>N.B. Gate 1 and hit does not count as Touch</i>	12.3.1.3



Q&A 88

	<i>What happens if ...</i>	<i>Rule says that ...</i>	<i>Rule:</i>
39	When making a Touch, you drive the other ball through its next Gate	It counts as Tsuka for that ball, even though you bring it back in order to spark	13.1.1. & Q&A 94
40	A ball came into the Gate from behind. Where must it be, in order to turn around next time, pass the Gate and score a point?	It depends how far through the Gate it has come. See diagram. The whole ball must be behind the plane of the back of the Gate (the "Gate Line") in order for it to score the Gate next time.	13.1.1 (2)
	<p>If the ball entered the Gate from behind, can it still make Tsuka next time?</p>  <p>Yes No No</p> <p>Running the Gate this way</p> 	<p><i>N.B. all movements of a ball, apart from invalid moves, are themselves valid. Invalid moves include fouls and ineffective play</i></p>	11.1.1 Q&A 88

<i>What happens if ...</i>		<i>Rule says that ...</i>	<i>Rule:</i>	
Agari	41	When making a Touch on a ball that has already passed Gate 3, you knock it onto the Agari pole.	It counts as Agari for that ball, so you cannot spark it and your turn ends	15.2.1. & Q&A 71
<i>What happens if ...</i>		<i>Rule says that ...</i>		
Game Set / End	42	When does the game end?	If the 30 minutes limit is reached while Red is playing*, that Red finishes their turn and the next White has a turn. If White is playing when time is called, that White finishes their turn and the game ends. The referee calls "Game Set"	6.4.1.2
			*As soon as the referee calls your number, it is your turn even if time is called before you play	Q&A 173

What happens if ...

- 43** The score is level at the end of the game. Who has won?

Ball	Gate			Agari	Sum
	1	2	3		
1	●	●	●		3
3	●				1
5	●	●	●		3
7	●	●	●		3
9	●	●	●	●	5
					15

Ball	Gate			Agari	Sum
	1	2	3		
2	●	●			2
4	●	●			2
6	●	●	●		3
8	●	●	●		3
10	●	●	●	●	5
					15

Rule says that ...

The winning team is the one with most balls having scored Agari. If that is still level, then the team with more balls scoring 3, then the team with 2. If the situation is still level, the 10 players take it in turns to run Gate 1 from the Start zone. If after all 10 the situation is still level, then 1 and 2 play "Sudden Death" at Gate 1, if still level then players 3 & 4, etc

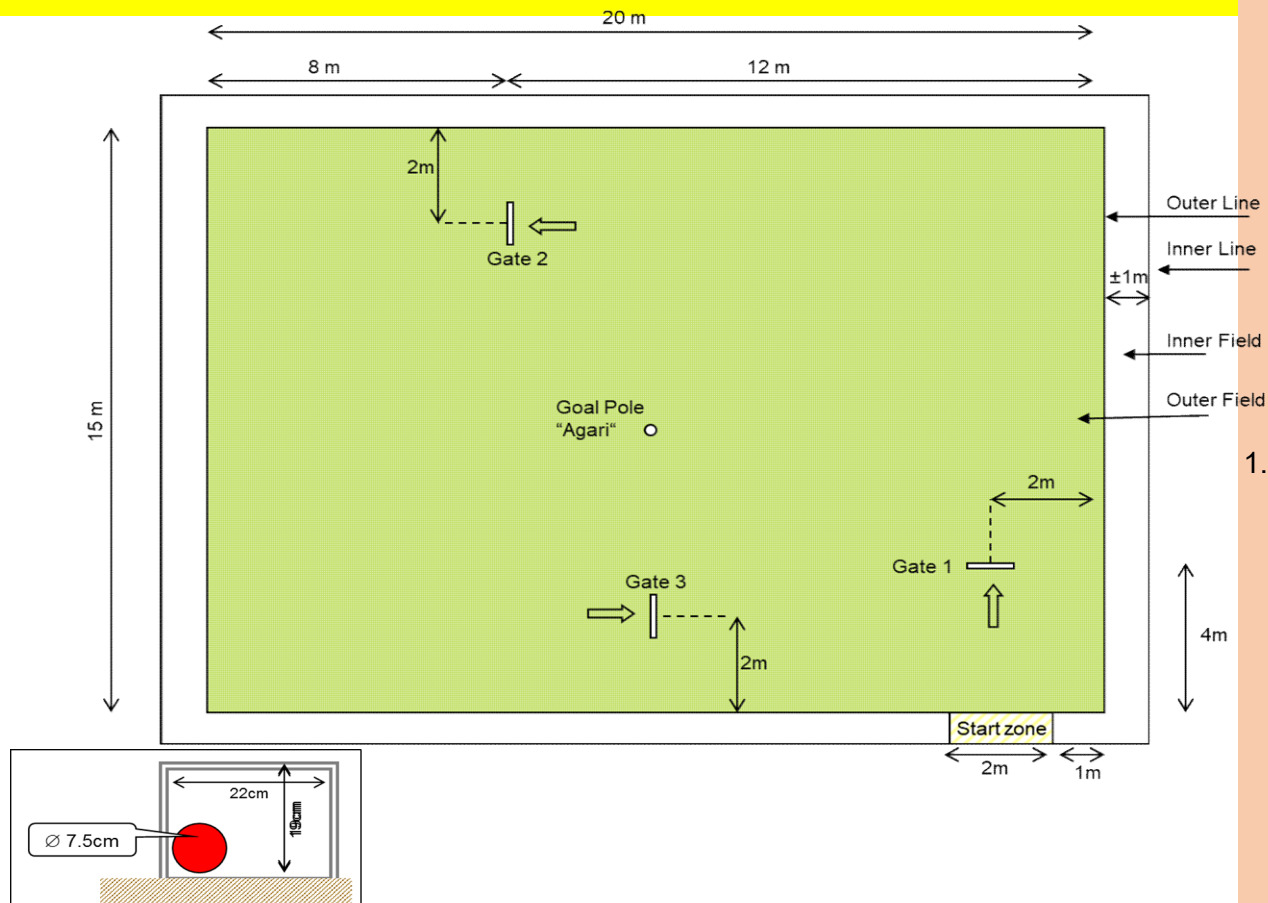
In the level score here, Red team has won, because they have 3 balls with 3 points whilst White team has only 2 with 3 points

Rule:

7.2

	<i>What happens if ...</i>	<i>Rule says that ...</i>	<i>Rule:</i>
Time	44 As from what moment does the 30 minute time limit commence?	As soon as the referee calls "Play Ball", the time commences. The referee will then immediately call "Ball 1" to play	6.2.1 & 6.3.1
	45 You spark another ball out of court. From when do the 10 seconds commence for you to make your next shot?	The time it takes for an Out ball to be replaced 10 cm outside the inner line is referee time and does not count in the 10 seconds before your next shot	9.1.3. 16.3.(3) & 20.1.2.
	46 You stroke your ball while a referee is still replacing another ball	Ineffective play. Your ball is replaced and you stroke again if there is still time inside the 10 seconds.	10.2.1.(1) 11.2.1.(2) 11.2.2. & 20.1.
	<i>The referee says "Wait" before you stroke, and it then counts as Referee time until he says "Proceed"</i>		
	47 When is "Referee Time" counted?	Referee time is included in the 30 minute game time but not in the 10 second time.	10.2.1.(1) 20.1.1 20.1.2
	<i>Examples of Referee Time include: placing an out-ball at the line; judging if balls are in contact; replacing balls that moved due to fouls or were hampering a stroke; judging whether a ball has scored Tsuka...</i>		10.2.1.(1)

Layout of the Court & Gates



Rule:

1.1.2