

Gateball Triples Rules

Gateball Triples is played overseas and is being trialled in Australia. In Triples, the balls of each team are shared between the three players of each team according to the playing order. All Triples games shall be played in accordance with these additional rules. These rules will be reviewed in 2012.

Players and substitution

Triples shall consist of three players only per team, one of whom is designated captain. The team cannot be captained by a person who is not part of the team nor can it receive advice from spectators. Substitution is not permitted.

Playing Order

In competitive games, each player is designated a ball/balls to play. For the leading team: Numbers 1/7, Numbers 3/9, and Number 5. For the following team: Numbers 2/8, Numbers 4/10, and Number 6. Tournament managers have the discretion whether to require the use of numbered bibs/discs (noting multi-numbered bibs and discs are not common in Australia at present).

Social play (normal club play days) can either be played as designated numbered balls or the three players from each team play alternatively in sequence. Alternate play will continue irrespective of any Agari balls and during a tiebreak.

At game commencement, players shall line up in the following order: Numbers 1/7, Numbers 2/8, Numbers 3/9 Numbers 4/10, Number 5, and Number 6. If the alternate play method is used for social play, at game commencement the players shall line up in the alternate sequence i.e. the first player from the leading team, then the first player from the following team, second player leading team and so on.

Playing out of sequence

In competitive play, it is a foul if a player strokes a ball other than their designated ball.

In social play, it is a foul if a player plays out of sequence. The ball played as a foul and any other balls moved as result of the foul are placed where they were before the stroke, and that player loses the right as stroker. The Chief Referee then calls the next ball. If, however, the foul is not discovered prior to the next ball being called, the foul is ignored, and the play continues with the new alternate sequence.

Recorders are encouraged to be particularly vigilant in monitoring the playing sequence.

The referee

For competitive games, a minimum requirement is a Chief Referee and Recorder.

Game scoring

For competitive play, a Recorder and scoreboard are essential. The Recorder should also time the match and call a time warning at 15, 10 and 5 minutes left to play.

To keep score, at least one player from each set of triples shall wear a wrist scoring-calculator.

For social games without a Referee or Recorder, to keep score, all players should wear wrist scoring-calculators.

Out-balls

If the game is being played without a Linesman, the waiting players are responsible for retrieving out-balls and placing them 10cm from the court boundary with the ball number facing towards the court.

Players on the court

Waiting players may walk onto or across the court provided that such action does not interfere with the stroker's play. Waiting players shall not enter the court to provide advice to the stroker (such as pointing to a spot on the court or guiding partner's aim for a spark).

Other Triples rules

All other Gateball rules, as published in the current version of the 'Official Gateball Rules' by the World Gateball Union, apply to Triples.