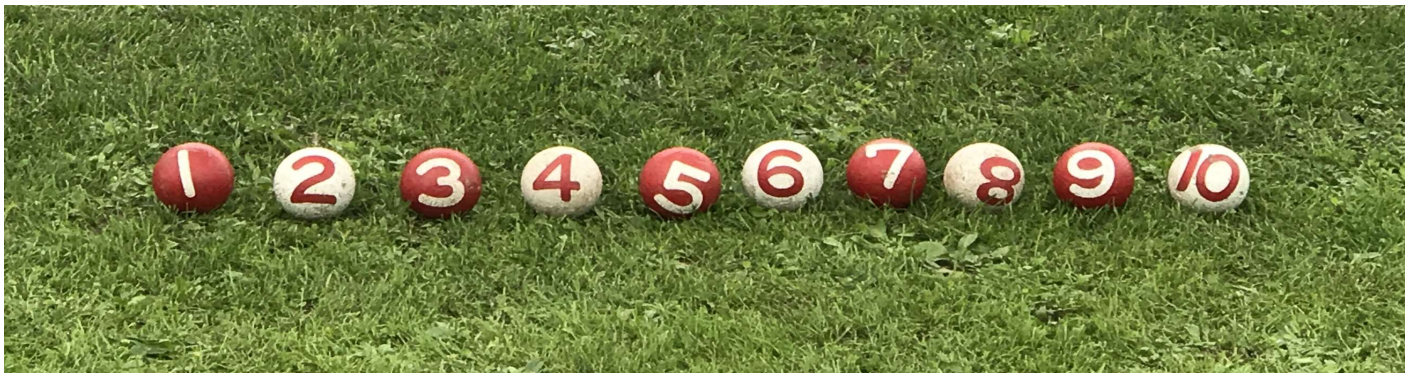




# Gateball

a summary of the rules



**Taken from the 2015 rules of the World Gateball Union**

v1, 2/2018

*Published by: John Swabey*



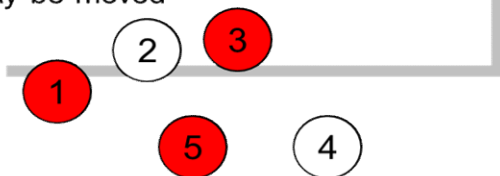
	<b><i>What happens if ...</i></b>	<b><i>Rule says that ...</i></b>	
	<b>1</b> You touch your ball with anything except the end face of your stick.	Stroking foul. End of turn. Your ball is replaced. <i>N.B. in the Start zone you must place your ball by hand</i>	12.4.1.3
	<b>2</b> Whilst preparing to stroke, 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.
	<b>3</b> 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 field	Time foul = End of turn	9.2.1
	<b>4</b> You stroke your ball while one or more other balls is still moving inside the field	Stroking foul = End of turn and your ball is replaced.	12.4.1.8



	<b><i>What happens if ...</i></b>	<b><i>Rule says that ...</i></b>	<b><i>Rule:</i></b>
<b>5</b>	You push your ball instead of a clean hit, or you hit it twice	Stroking foul = End of turn and your ball is replaced.	12.4.1 &2
<b>6</b>	An out-ball hampers your intended stroke	The out ball may be temporarily moved by the Referee. <i>Example below.</i>	17. 2. 3

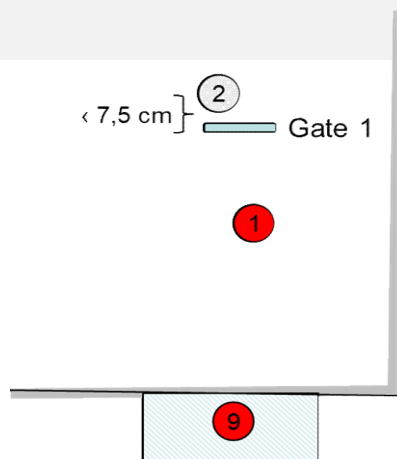
## Stroking

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



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

	<b><i>What happens if ...</i></b>	<b><i>Rule says that ...</i></b>	<b><i>Rule:</i></b>
7	From the Start zone, your ball does not pass Gate 1	End of turn. Your ball is removed and you try again next time your number is called.	13.1.1.1.
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	12.2.1.2
9	When called upon to play, your ball is already lying in the Start zone and you simply hit it	Ineffective: the ball must be placed by hand after the Ref calls your number to play. The 10 second count continues while you collect your ball and place it by hand in the Start zone	12.2.1 also Q&A59



*In this example, balls 1 & 2 may be removed while ball 9 is stroking from the Start Zone*

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

- 10** After running Gate 1, in the same stroke your ball hits another, both remaining in court. What happens?

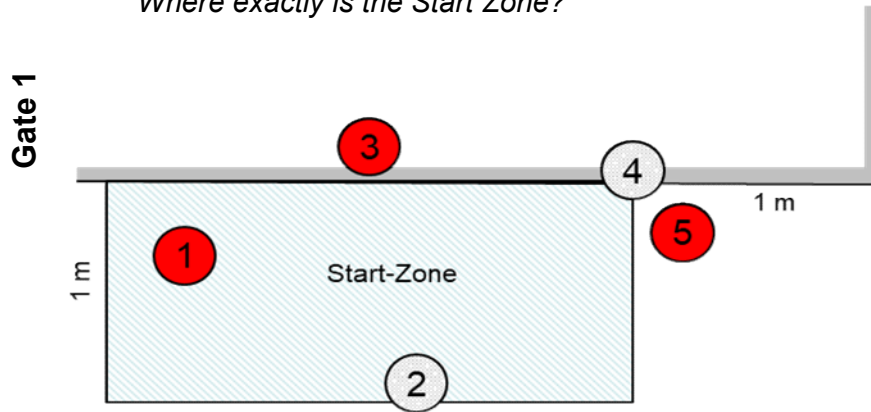
This hit does not count as a Touch\*. You stroke again because you ran Gate 1 and may now Touch that other ball if you choose.

*applies to Gate 1*

*\*Note: this only*

11.2.1.3  
and  
15.1.1.2

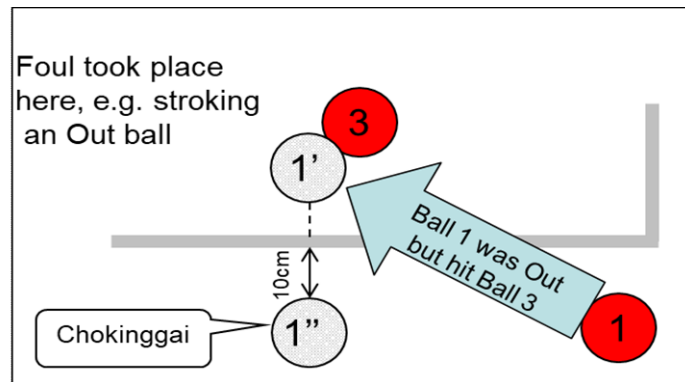
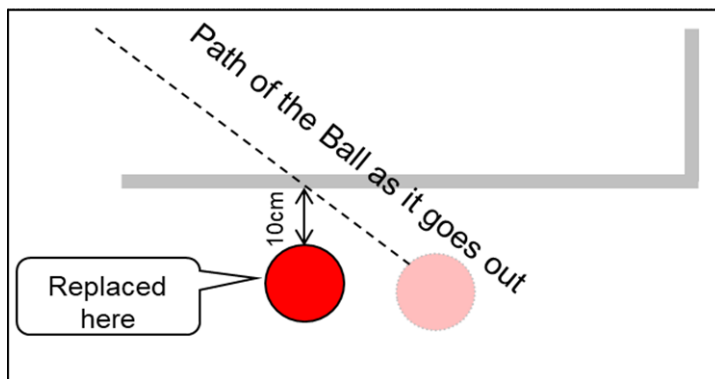
*Where exactly is the Start Zone?*



In this diagram, trying to stroke Balls 3 & 5 from the Start-Zone would be a Foul in each case

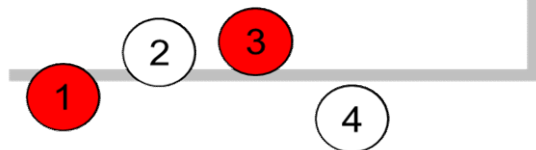
Guide  
p70  
Fig15

	What happens if ...	Rule says that ...	Rule:
	11 Your ball goes out	End of turn. Your ball is replaced 10 cm outside the point where it crossed the line.	17.2.1. & 2.
Out ball	12 Yours is an Out-ball. When stroking, it hits another ball	In your Turn, 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 Chokinggai, the other is replaced. You may not score a point, but running through a Gate is not a foul	17.4.1

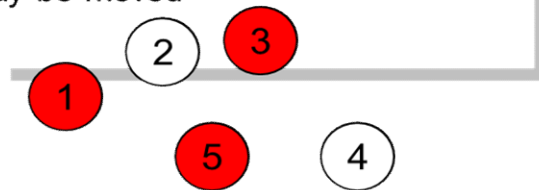


	<b><i>What happens if ...</i></b>	<b><i>Rule says that ...</i></b>	<b><i>Rule:</i></b>
Out ball	<b>13</b> A ball is lying on the line	On the line is not out. A ball becomes an Out-ball when it no longer overhangs the <i>outside edge</i> of the line.	1.1.2.2.a & 17.1.1 Q&A154
	<b>14</b> A ball goes out but then rolls back into court	The ball is an out-Ball and is placed 10 cm outside where it first went out	17.1.1
	<b>15</b> 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
	<b>16</b> An out-ball hampers your intended stroke	The out ball may be temporarily moved by the Referee	17.2.3
	<b>17</b> Despite stroking an Out-Ball, it never goes into the court	The stroke is ineffective and your ball is replaced	17.2.1.1.4

Balls 1, 2 & 3 are all in the court.  
4 is an Out ball.

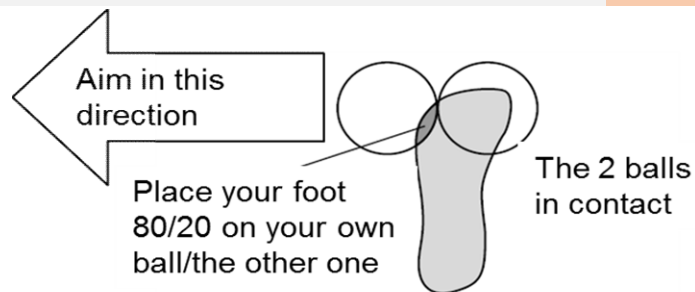


- a) 2 is next to play. Balls 5 & 4 may be temporarily moved
- b) When 5 plays next, then only 4 may be moved



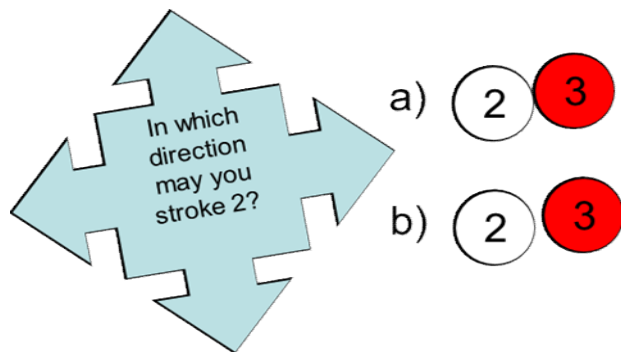
	<b><i>What happens if ...</i></b>	<b><i>Rule says that ...</i></b>	<b><i>Rule:</i></b>
<b>Touch</b>	<b>18</b> Your ball hits another but then either goes out	Ineffective Touch so no Spark, and end of turn. The out ball is replaced 10 cm outside where it crossed the line	15.2.1.
	<b>19</b> Your ball hits another and both stay inside the line	This is an effective "Touch". You pick up the ball that you hit and "spark" with it (see below)	15.2.1
	<b>20</b> Your ball hits more than one other, and they all stay inside the line	You spark all the Touched balls* before you may stroke again. Once you have lifted a first ball to spark, you may not change your mind. You then stroke just once more, regardless of how many balls you Sparked	15.2.1.1 & 15.2.3
	<i>*If several are lying in contact with your ball, the other balls may be temporarily moved away.</i>		16.2.3

*N.B. When sparking, your own ball must not move out from under your foot*



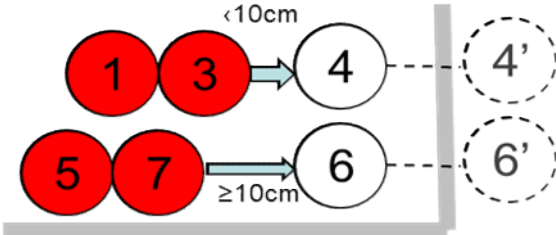


	<b><i>What happens if ...</i></b>	<b><i>Rule says that ...</i></b>	<b><i>Rule:</i></b>
Touch	21 Your ball hits another twice during one turn	Foul. End of turn. Chokinggai. The other ball is replaced	15.4
	22 a) When you come to stroke, your ball is already lying in contact with another. In which direction 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 court).	15.1.1.1, 15.4 & 12.4.1.2
	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>	



*Note: Better ask the Ref to confirm the balls were in contact before you stroke.*

	<b><i>What happens if ...</i></b>	<b><i>Rule says that ...</i></b>	<b><i>Rule:</i></b>
Spark	<b>23</b> When sparking, may you twist your foot on your ball?	Yes	16.2.2.2
	<b>24</b> 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. *Unless generally agreed before the game starts, and allowed each time by the Ref	18.1.2.1 & Q&A192
	<b>25</b> The ball you are sparking does not travel at least 10 cm	Foul = end of turn and your ball goes to the Chokinggai, unless the sparked ball goes out or makes Agari	16. 4.5

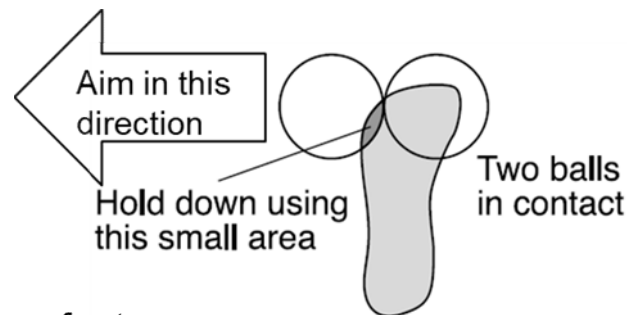
	What happens if ...	Rule says that ...	Rule:
26	The ball you are sparking goes out	The out ball is replaced 10 cm from where it crossed the line. You now stroke again.	16.3.1.3 and 17.2.2.1.1
27	The ball that you sparked hits another and knocks it out. Is this a Touch?	No. The out ball is replaced 10 cm from where it crossed the line. You now stroke again.	Q&A 106
	Sparking 7 to bombard 6 out is not a Foul just because it bounces back inside 10cm		
		<p><i>This bombarding does not count as a Touch.</i>  <i>Beware however a double hit if the sparked ball bounces back too far</i></p>	Q&A 133

	<b><i>What happens if ...</i></b>	<b><i>Rule says that ...</i></b>	<b><i>Rule:</i></b>
<b>28</b>	When sparking, your ball escapes from under your foot	Sparking Foul = your ball goes to the Chokinggai and other balls that moved are replaced	16.4.1.2
<b>29</b>	When sparking, you hit your foot and not the ball	Foul und Chokinggai.	16.4.1.4

## Spark

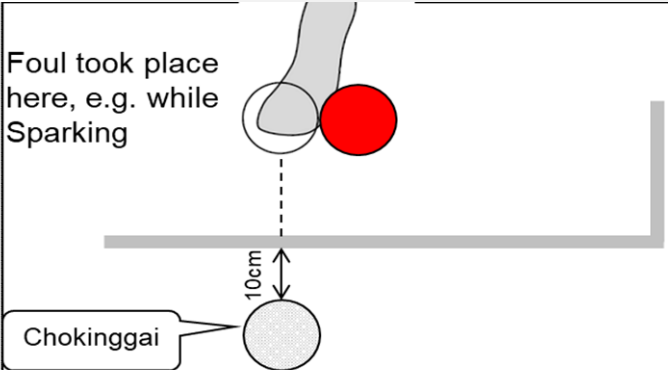
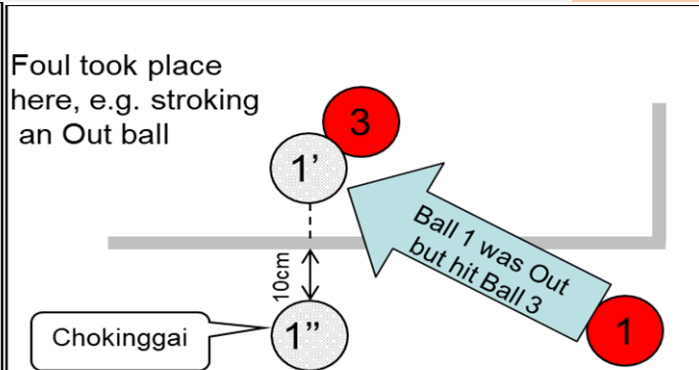
### To spark :

1. Lift the Touched ball
2. Place your foot on your ball
3. Set the Touched ball in contact, under your foot
4. Stroke your own ball



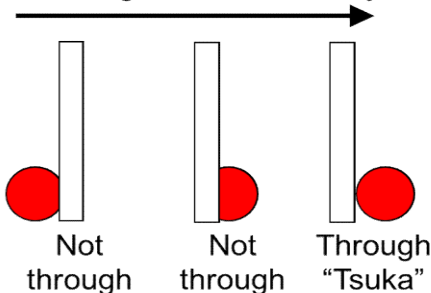
	<b><i>What happens if ...</i></b>	<b><i>Rule says that ...</i></b>	<b><i>Rule:</i></b>
<b>Spark</b>	<b>30</b> When sparking, you hit the ground and not your ball	Ineffective. You can still try again, within the original 10 second limit	Q&A 48
	<b>31</b> When sparking, you hit both your foot and your ball	It can still count as an effective spark.	Q&A 54
	<b>32</b> You gained the right to spark but instead you just stroke your ball	End of turn. Your ball is placed in the Chokinggai.	16.1.1.1
	<b>33</b> 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

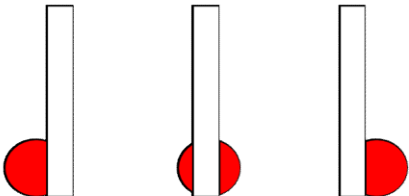

*Watch out for the 10 second rule however*

What happens if ...	Rule says that ...	Rule:
<p><b>34</b> For many fouls, the ball is placed at the Chokinggai. Where is this?</p>	<p>The penalty point, or Chokinggai, is 10 cm outside the line, nearest to where the foul took place.</p>	<p>17.2.1.1</p>
<p><b>Foul = Chokinggai</b></p> <p>Foul took place here, e.g. while Sparking</p>  <p>10cm</p> <p>Chokinggai</p>	<p>Foul took place here, e.g. stroking an Out ball</p>  <p>10cm</p> <p>Chokinggai</p> <p>Ball 1 was Out but hit Ball 3</p>	

	<b><i>What happens if ...</i></b>	<b><i>Rule says that ...</i></b>	<b><i>Rule:</i></b>
<b>35</b>	Your ball runs through its next Gate and stays inside the line	Successfully running the Gate counts as Tsuka and so scores a point. You also stroke again	13.1.1. and 12.3.1.1
<b>36</b>	Your ball runs the Gate but then rolls or bounces back. Is this Tsuka?	It still counts as Tsuka	Q&A 90
<b>37</b>	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
<b>38</b>	Your ball makes a Touch in the same stroke as running the Gate, and both stay in the 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

Running the Gate this way



	<b><i>What happens if ...</i></b>	<b><i>Rule says that ...</i></b>	<b><i>Rule:</i></b>
<b>39</b>	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	Q&A 94
<b>40</b>	A ball came into the Gate from behind. Where must it be, in order to turn around next time and score the Gate?	It depends how far through the Gate it has come. See diagram below. The whole ball must be behind the plane of the back of the Gate in order for it to score the Gate next time.	13.1.2.1
	<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



Agari	<i><b>What happens if ...</b></i>	<i><b>Rule says that ...</b></i>	<i><b>Rule:</b></i>
	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	Q&A 71
Game Set / End	<i><b>What happens if ...</b></i>	<i><b>Rule says that ...</b></i>	
	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.	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 level then players 3 & 4, etc

*Rule:*

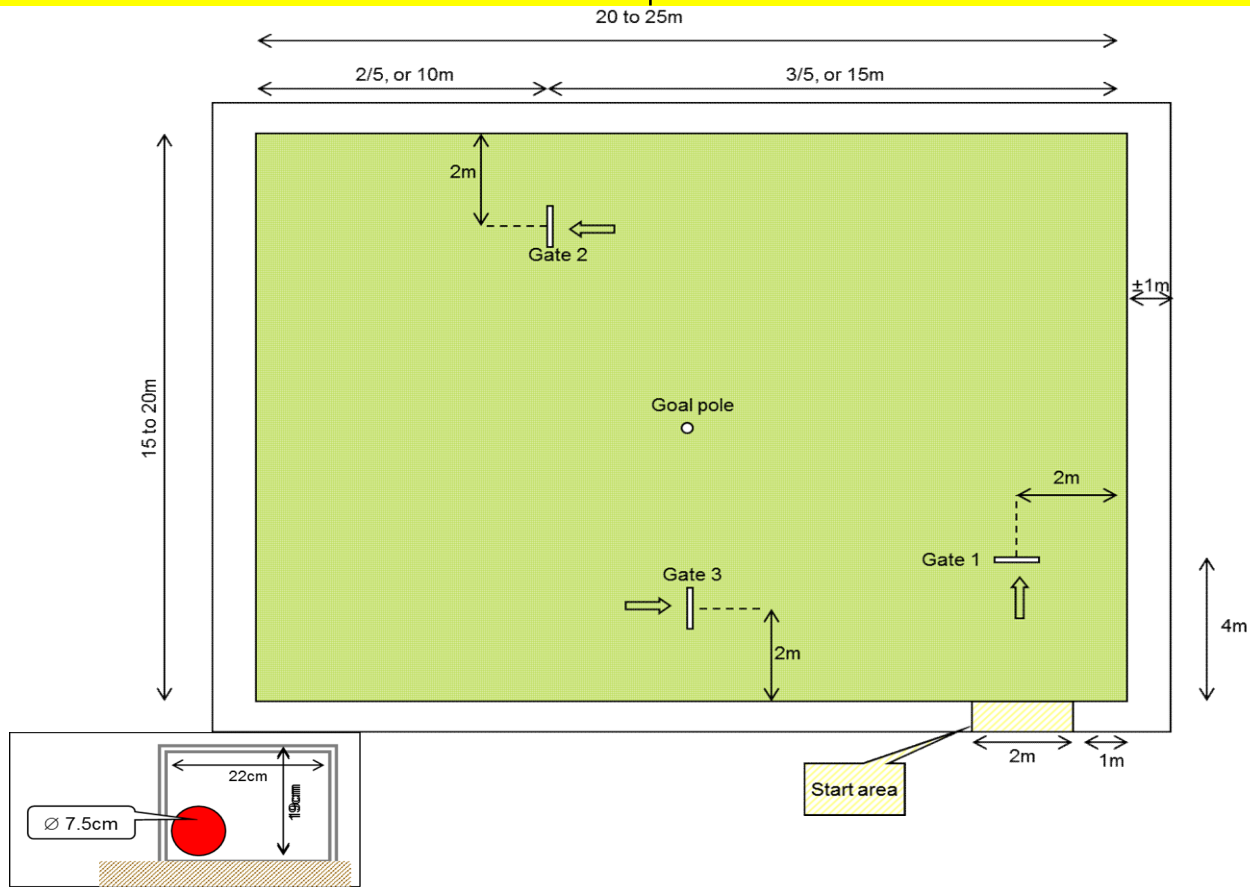
7. 2

*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*

	<b><i>What happens if ...</i></b>	<b><i>Rule says that ...</i></b>	<b><i>Rule:</i></b>
<b>Time</b>	<b>44</b> As from what moment does the 30 minute time limit run?	As soon as the referee calls "Play Ball", the time runs. The referee will then immediately call "Ball 1" to play	6.2 & 6.3.1
	<b>45</b> You spark another ball out of court. From when do the 10 seconds start running for you to make your next shot?	The time it takes for an out ball to be replaced 10 cm from the line is referee time and does not count in the 10 seconds before your next shot	10.2.1.1 & 20.1.1.2
	<b>46</b> 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 & 20.1
	<i>The referee says "Wait" before you stroke, and it then counts as Referee time until he says "Proceed"</i>		
	<b>47</b> What is "Referee Time"?	Referee time is included in the 30 minute game time but not in the 10 second time.	20.1.1&2

*Examples 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*

## Layout of the Court & Gates



Rule:

1.1.2