

attacking team. To ensure that the goalkeeper behaves realistically, it should not be waved to and fro or lifted off the ground before making a save. After saving a shot, possession goes to the goalkeeper's team.

#### BALL OUT OF PLAY — SIDELINE

If after hitting the ball it goes over the perimeter wall at the side, it is deemed out of play and an indirect free-kick is against the team who last touched the ball. The kick is taken from a point 5cm (2 inches) from the wall at the point where the ball left the pitch. Each team is allowed one positioning flick with the attacking team flicking first.

#### BALL OUT OF PLAY — GOALLINE

If the ball goes over the perimeter wall at the goalline after having last been touched by:

- An Attacker — a goalkick is awarded (see Goalkick)
- A Defender — a corner goalline kick is awarded to the attacking team (see Corner Goalline Kick — Shooting Line Kick).

#### (a) Goalkick

When the ball has passed over the perimeter wall at the goalline after being last touched by an attacker, play is restarted by a goalkick. The defending team takes an indirect free-kick from the goalkeeper's box at the side which the ball crossed the wall. Each team can position their players as they wish, but there must not be any players in the penalty area. The figure taking the kick can only kick the ball once, after that it must be played by another figure.

#### (b) Indoor Soccer Corner Kick

When the ball has passed over the perimeter wall at the goalline after having last been touched by a defender, an Indoor Soccer corner kick is awarded to the attacking team.

The attacking team takes an indirect free-kick from a point 2 inches away from the perimeter wall on the shooting line in the opposing teams half. Before taking the kick, the attack places a figure to take the kick and each team have two free positioning flicks, with the attack flicking first.

The figure taking the flick can only kick the ball once, and the kick is indirect. With careful positioning flicks, goals can easily be scored from this position.

goalkeepers box, if it does, a penalty should be awarded to the used. At no time in the game should the goalkeeper leave the When making a save the goalkeeper's base and handle can be The goalkeeper has to be in a standing position at all times.

#### THE GOALKEEPER

be awarded to the side attacking. Should the defence either touch the ball or the attacking player with the defensive flick then an indirect free-kick is to wait for the defence to have its defensive flick.

After each flick made by the attack, the defending team can have a 'blocking flick' to try to flick one of their figures into a position that will cause the attacking team to lose possession, when flicking next time. The attacking team does not have to

#### DEFENDING

When attacking you can use wall passes, by kicking the ball against the wall to a team mate or even use the wall to shoot, point where the shot was taken.

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#### ATTACKING PLAY

Indoor Soccer is about goal scoring, and this can be achieved with ease and practice. From being in a defensive position, a team can be going for goal with one long skillful pass, or a fast build up of interlinking passes to a forward to go on to score. There is only one restriction in goal-scoring and that is that you cannot shoot for goal unless the ball is inside your opponents 'shooting area', depicted by the two lines parallel to the halfway line. If a goal is scored from outside a shooting area, an indirect free-kick is to be awarded to the opposing team from the point where the shot was taken.

When attacking you can use wall passes, by kicking the ball against the wall to a team mate or even use the wall to shoot, point where the shot was taken.

#### THE KICK-OFF

Place the ball on the centre spot on the halfway line and commence play.

#### FOULS

There are no offsides in Indoor Soccer and fouls only occur if:

- In attempting to play the ball an attacking figure hits an opposing figure before he hits the ball.
- The ball hits the hand of either player.
- When making a 'Blocking Flick', a defender hits either the ball or an attacking figure.

If the foul is committed within your opponents shooting area, the resulting free-kick is direct, i.e. A shot at goal can be taken.

If the foul is committed outside of your opponents shooting area the resulting free kick is indirect, i.e. you cannot score direct from the kick.

#### Penalties

Should you commit any of the above fouls within your own penalty area, a penalty kick is awarded to your opponent. (Football League rules apply).

#### CARE OF YOUR PLAYING PITCH

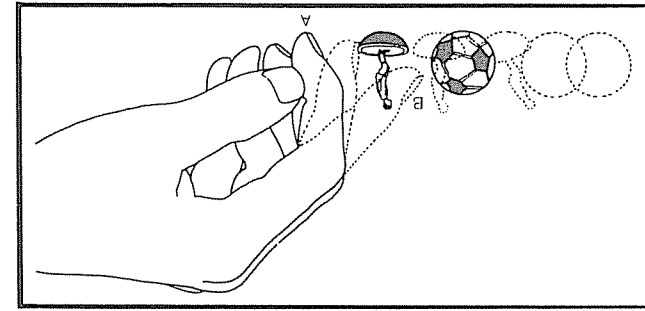
After each game carefully remove all of the pitch components, i.e. corner pieces and goals, and carefully fold up the playing pitch, playing surface on the inside and put it back into the bottom of the box. Now replace all the game components, corner pieces, goals etc. back into the box fitment and replace the lid. Do not put the playing board on top of the components in the box.

- If you have the space, the game is best left permanently erected to save wear and tear.
- The playing board should not be kept in damp or humid conditions as this may result in a slight warping of the board. To guard against this, keep the board in a cool, dry place.
- Should the pitch markings suffer wear or be damaged they can be repainted using any spirit or oil based paint etc. On no account must a water based paint be used.
- Do not attempt to iron or steam the playing surface. When placing or removing the corner sections do so with care so as not to damage the surface of the pitch.
- Just like real football pitches, the surface will become marked in play, but such marking does not effect the playing value of the surface. To restore the surface and reduce finger marking, the pitch can be brushed with a soft suede brush, from time to time.

The duration of the game shall be of four equal periods of five minutes, with a one minute interval between each quarter. The home team has choice of ends, and at the end of each quarter the teams change ends. The visiting team kicks off in the 1st and 3rd quarter and the home team in the 2nd and 4th quarters.

#### DURATION OF THE GAME

#### RULES



Always get behind the figure you are going to use. Place the first or second finger of whichever hand comes naturally behind the base of your figure, as shown in position A. Pressing down slightly on the pitch with the tip of your finger, flick at the base of your figure. The harder you press down when you flick, the harder you will hit the ball. This is particularly important when shooting for goal. When passing, however, you should flick much more gently for greater accuracy.

The figures can be flicked against the rebound wall to reach the ball, or when making positional flicks. Remember that at no time must you use the thumb as a spring, and that this is the only way to 'Flick to Kick'. The correct method of flicking must be used when taking blocking and positional flicks.

To kick the ball for shooting, swerving, passing or close ball control, the 'Flick to Kick' principle is used.

#### Flicking — Finger Tip Control

# Subbuteo

## ACCESSORIES

Subbuteo Indoor Edition accessories are available at any Subbuteo Stockist.

Accessories which can be used are:—

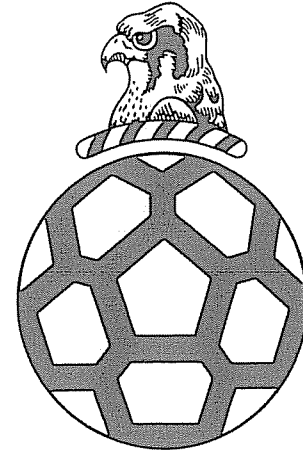
Ref.	Description	
C100	Team — All your favourite teams in authentic team strips to recreate any soccer game.	
C102	2 Diving Goalkeepers	
C145	Three Small Balls	
C148	Standard Goals and Nets	
C190	3 Ariva Balls—New to the Subbuteo range the ARIVA BALL is an excitingly decorated ball as used in American soccer.	
C142	Stadium Terracing	Recreate the Indoor Soccer spectacular by adding terracing and spectators to cheer your game on.
C143	Corner Terracing	

Plus many more exciting accessories. Visit your local Subbuteo Stockists now.

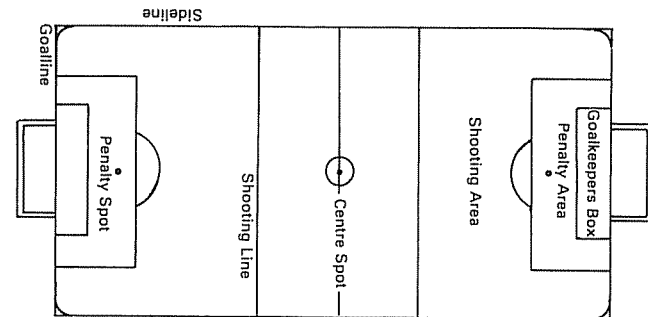
Subbuteo Sports Game Ltd,  
Castle Gate  
Oulton  
Leeds  
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# Subbuteo

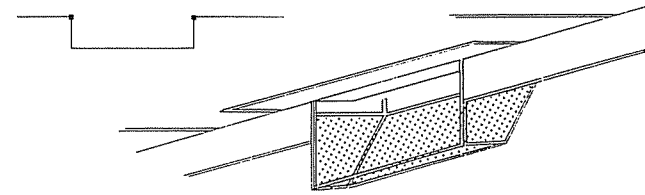
## Table Soccer



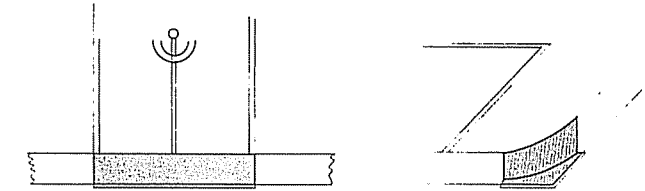
## Indoor Edition Rules



Each team consists of six players, one of which is the goalkeeper. Place the handle of the goalkeeper underneath the bottom of the goalframe so that the goalkeeper can be manipulated from behind the goal. Arrange your figures on the pitch in your own half in any formation that suits you for the kick-off. (See also The Kick-Off).



To position the goals, fit one goal at each end of the pitch in the space provided and secure the goalposts by forcing the front goalpost through the two pre-punched holes.



To commence playing Indoor Soccer unfold the playing pitch, and carefully fold up the barrier walls (Do not fold up the areas between the goalmouth). To add strength to the board place a corner support in each corner ensuring that the corner support is secured by the fastening lip to each barrier wall. To give further rigidity, slot the centre support onto the centre of the barrier wall ensuring that the halfway line is at the centre of the support.

#### PREPARING THE GAME FOR PLAY

Indoor Soccer consists of 2 six-a-side teams, a fold-away simulated turf playing board, with built-in rebound wall, corner supports, two goals and footballs. The game is based on the Subbuteo 'Flick to Kick' principle and the American Indoor Soccer game. When playing, remember that the real speed and excitement of Indoor Soccer lies in making full use of the pitch including playing the ball off the rebound wall.

Using the rebound wall ensures a smooth flowing game at a furious pace including all kinds of tactical passes and shots at goal.

The game is played at a furious pace with very few stoppages on an artificial playing surface, laid out on an ice hockey arena. The game consists of two six man teams who play indoors

The Subbuteo Indoor Edition is based on the American spectacular game of Indoor Soccer.

Indoor Soccer is a fast moving, high scoring indoor version of soccer. It was first played in gymnasiums and youth clubs in the writer months for training purposes. Its popularity and competitive element has ensured that it has developed into a national sport with many local and national leagues springing up.

#### INDOOR SOCCER