



【The following was approved at the 45th Board of Directors Meeting on September 26th, 2014 . This new rule will be applied from April 1st 2015.】

Partial Amendments to the Official International Gateball Rules

【The intent behind amendments】

To develop rules that can be easily understood by all players regardless of whether they are beginners or highly experienced players, that do not advantage either team, that deliver fairness and impartiality to the game, that reduce fouls and violations as much as possible, and that make the ways of addressing the ball simple.

<< Revision I >>

Revision of the conditions for a successful pass through the first gate

Revision:

To review the conditions for a successful pass through the first gate, so that a pass through the first gate is deemed successful once the ball has completely passed over the gate line.

Related article:

Article 13: Passing the Gate

Clause 1. Successful Pass through a Gate 1. (1) (The Official Gateball Rules, p21)

The anticipated result:

Revising the requirements for a successful pass through the first gate will eliminate complicated ways of addressing a pass through a gate, thus reducing wasted time and resulting in the game proceeding smoothly.

Related revision:

Revision to the wording related to a Touch (Article 15)

Article 15: Touch

Clause 1. A Successful Touch

<Current rule>

1. A Touch occurs when the stroker's ball is stroked and moves to touch another ball.

↓

<Proposed Revision>

1. A Touch occurs when the stroker's ball that is an in-ball is stroked and moves to hit another ball.

<< Revision II >>

Revision of the rule governing movements of the ball (invalid move)

Revision :

Any indirect move of a ball by a gate or a goal-pole shall, as a rule, be deemed a valid move. However, as in the current rule, the following moves shall be deemed invalid.

(1) When the stroker or his/her stick comes into contact with a gate or goal-pole.

(2) When a ball that has not made a successful pass through the first gate hits the gate (or goal-pole).

(3) When a stroked out-ball hits a gate or goal-pole.

Related article:

Article 11: Movement of the Ball

Clause 2. Invalid Moves 1. (4) (The Official Gateball Rules, p17)

The anticipated result :

To ensure that the rules are easily understood by simplifying, as much as possible, complicated interpretations and complex ways of addressing movements of the ball such as a ball that has made an invalid move, a ball that has made an invalid move hitting a ball that is making a valid move, or a ball making an invalid move causing another ball to make a secondary invalid move.

<<Revision III>>

Revision of the rule governing Stroking Fouls

Revision ①:

A ball that is moved indirectly by hitting soil or grass with the stick shall be eliminated from examples of a stroking foul, and shall be deemed an invalid move.

Related article:

Article 12: Stroking

Clause 4. Stroking Foul 1. (7) (The Official Gateball Rules, p19)

The anticipated result:

To ensure that the rules are easily understood by reducing the number of fouls and eliminating, as much as possible, complicated interpretations and complex ways of addressing the ball.

Related revision:

Revision to the wording of the rules related to movements of the ball (Article 11)

Article 11: Movement of the Ball

Clause 2. Invalid Moves 1. (9)

The following addition shall be made to the rule.

<Proposed Revision >

When a ball is moved indirectly by hitting soil or grass with the stick.

Revision ②:

Under the current rules, the right for a continuous stroke is gained when “a Spark is made successfully” and “all the stroker’s actions on sparking are completed.” This makes it

possible for the stroker to control the timing when the 10 second count begins (after a Spark is completed, the stroker's action on sparking does not end if the stroker continues to step on his/her ball). Therefore, the right for a continuous stroke should be gained when "a Spark is made successfully," and the following shall be added to the items under Stroking Fouls : "If the stroker's ball is stroked after a successful Spark but before all the stroker's actions on sparking are completed."

Related article:

Article 12: Stroking

Clause 3. Gaining the Right for Continuous Stroke 1.(2) (The Official Gateball Rules, p19)

Clause 4. Stroking Foul 1. (The Official Gateball Rules, p19)

The anticipated result:

To minimize intentional delaying tactics to ensure a fair game.

<<Revision IV>>

Revision to the rule governing sparking fouls

Revision ①:

While resetting the balls for sparking, the action of "the stroker's hand touching the set other ball when he/she is not stepping on his/her ball" shall be eliminated as an example of a sparking foul, and instead becomes an invalid move.

Related article:

Article 16: Spark

Clause 4. Sparking Foul 1. (3) (The Official Gateball Rules, p25)

The anticipated result:

To ensure that the rules are easily understood by reducing the number of fouls and eliminating, as much as possible, complicated interpretations and complex ways of addressing the ball.

Related revision:

Revision to the wording of the rules governing movements of the ball (Article 11)

Article 11: Movement of the Ball

Clause 2. Invalid Moves 1. (8)

The following addition shall be added to the rule.

<Proposed Revision >

If, when resetting the ball, the stroker's hand touches the set other ball when he/she is not stepping on his/her ball.

Revision ②:

How the stroker's ball is addressed after a foul shall not reflect the situation (before setting, after setting, or after a successful Spark). Instead, the ball shall be addressed as out-ball after a sparking foul.

Related article:

Article 16: Spark

Clause 4. Sparking Foul 2. (The Official Gateball Rules, p24)

The anticipated result:

To ensure that the rules are easily understood by simplifying how a sparking foul is to be addressed, and, to simplify, as much as possible, complicated interpretations and complex ways of addressing the ball.

Partial Amendments to the Guide for Referees

1. Addressing Time-Overs

After the start of the 10 second count, the referee calls out "8 seconds" then keeps counting "9 seconds" and "10 seconds." If the stroker has not stroked or sparked at that point, the referee calls out "Foul."

2. The "Game Set" announcement is to be made by the Chief Referee himself near the middle of the court.

※The Assistant Referee and the Recorder will not line up with the Chief Referee.