

## Appendix



## An Explanation of Gateball Terminology

### [A]

**Abandonment of rights** : If a team announces its intention to abandon the game, or a team has less than five players at the start of the game, the team is seen as forfeiting the game, resulting in the other team winning by forfeit.

**Abandonment** : A stroker may not abandon his/her right to a stroke or Spark (to forfeit his/her right).

**Absence of players** : If, during a game, a player from a team becomes absent (resulting in less than five players), the manager must immediately notify the referee of the absence, and the game continues with the playing order of the absent player recorded as an absent number. The ball belonging to the absent player remains as is, and any points gained by other stokers using the ball of the absent player are valid.

**Absent number** : When the player whose number corresponds to the playing order number is absent. Alternatively, his/her playing order number. An absent number is generated when a player is absent, or when the chief referee orders a player off the ground as a result of game interference.

**Accredited** : The World Gateball Union accredits members who have passed the International Referee Qualification Examinations and registered as an international referee.

**Action/s** : An action by a team for which the manager and captain are responsible. An action related to a Spark. An action for carrying out an effective stroke or Spark. An action by someone other than a stroker during an ineffective play. An action approved by the referee and included in referee time.

**Advice** : The chief referee and assistant referee advising on the position of the ball of the next stroker. The recorder advising the chief referee of a player substitution. The recorder and linesman advising the chief referee and assistant referee on a decision, announcement, notification or in handling or dealing with a ball.

**Announcement** : A referee gesturing and using his/her voice to convey, to the players and spectators, the progress of the game. However, in case of the announcement of “Play Ball (or Play),” only the call is required (no hand gesture).

**Anti-doping** : To be against the use of a drug in sports, or to prevent the use of drugs in sports.

**Armband** : A form of identification worn on the upper arm by the referee for a specific game and which conveys his/her role (chief referee, assistant referee, recorder, linesman).

**Assist** : The assistant referee assists the chief referee (helps the chief referee carry out his/her responsibilities). The recorder and the linesman assist the chief referee and the assistant referee on a decision, announcement, notification or in implementing measures.

**Assistant referee** : One of the referees of the game. Assists the chief referee. If the chief referee is unable to continue to carry out his/her responsibilities, the assistant referees can replace the chief referee.

**Athletic shoes** : Sports shoes that are flat so they do not damage the ground. During the shoe inspection process before the start of the game, the player receives an inspection from the chief referee to ensure that there are no modifications or alterations to the athletic shoes.

## [B]

**Back side** : By the second line of the gate line of the first gate. By the third line of the gate line of the second gate. By the first line of the gate line of the third gate. ⇔ Front side.

**Ball touch foul** : A foul in which a stroker touches a ball on the court for any reason other than that permitted by the game rules.

**Ball** : The ball is spherical in shape, made of synthetic resin, with a diameter of 7.5cm (+/- 0.7mm) and weighs 230g (+/- 10g). The identical balls consist of five red balls and five white balls, or a total of ten balls. The red balls are marked with odd numbers 1, 3, 5, 7 and 9 in white, while the white balls are marked with even numbers 2, 4, 6, 8 and 10 in red.

**[C]**

**Call** : A referee gesturing and using his/her voice to convey, to the players and spectators, the progress of the game or his/her decision about a play or move.

**Called game** : A game that is interrupted after 20 minutes has passed since the start of the game and which can no longer be resumed is referred to as a called game, and marks the end of the game, and the winner of which is judged by the score at the time that the game was interrupted.

**Called to stroke** : A call by the chief referee for the next stroker to enter the court and play after the call to "Play Ball," or after the stroker's turn has ended.

**Captain** : The captain represents the players, and is responsible for the actions of and comments by the members of his/her team. The captain can concurrently take on the responsibilities of the manager.

**Chief referee** : One of the referees of the game and one that takes on the central role, leading the game in accordance with the game rules, and who has the authority to make decisions on issues arising during the game that are not covered by the game rules. Amongst the main responsibilities of the chief referee are announcing "Play Ball" and "Game Set" and deciding on the winner.

**Closed stance** : The stance taken by the stroker in which his/her body is closed (with the foot in the direction of the stroke in front of the other foot). ⇔ Open stance.

**Clothing** : During the inspection process before the start of the game, the chief referee confirms whether the uniforms are matching, whether the players are wearing athletic shoes that have not been modified or altered, and whether the playing order number and the manager and captain's forms of identification are worn on the designated location.

**Coin toss** : Conducted by the chief referee while preparing for the game, and a method of deciding the leading team and the following team. The leading team and the following team are determined by which side of the coin is facing up after the coin is tossed. The captain of the team which has won the toss gains the right to choose whether his/her team will be the leading or following team, while the captain of the losing the toss chooses the waiting area.

**Concurrently taking on the responsibilities and duties** : The captain can take on the responsibilities of the manager if there is no manager. Even if there is a manager, the captain can also take on the responsibilities and duties of the manager, following his/her directions.

**Confirmation** : A stroker may confirm, with the chief referee or assistant referee, any matters related to a successful pass through a gate, a successful finish (Agari), a successful Touch, or any matters related to whether the stroker's ball after a successful Touch is in contact with any touched ball/s or a touched other ball is in contact with any another ball/s. The time taken to confirm any of the above by the stroker is not included in referee time.

**Contact** : When a ball and a ball, a ball and a gate, or a ball and goal-pole are in contact with each other. To come into contact with.

**Continuous stroke** : Stroking one's own ball as a result of gaining the right for continuous stroke.

**Corner** : The corner where the first line and the fourth line meets is the first corner, followed, anti-clockwise, by the second corner, the third corner, and the fourth corner.

**Counting 10 seconds** : The stroker must stroke or spark within 10 seconds of being called to stroke, of gaining the right for continuous stroke, or of gaining the right to spark. Referee A counts the 10 seconds, and if a stroke or Spark does not take place within 10 seconds, this becomes a time over foul.

**Court** : A rectangular area bounded by the outside line and absent of obstacles.

**Cylindrical shape** : The stick head consists of one solid piece that is cylindrical in shape (in which the axis and the base are at right angles).

## [D]

**Decision** : A decision by the referee on whether the movement of a ball is invalid. The decision on game interference. A decision on whether a ball has made a successful pass through the gate (gate tsuka), or achieved a finish (Agari). The decision on a Touch. The decision on an out-ball. A decision related to a foul. The manager can question the decision by a referee only if it this is carried out at the time of the decision. Those involved in the game must accept the referee's

decision with a spirit of sportsmanship. The manager and players must not take any action aimed at influencing the referee's decision, nor take any action or adopt an attitude that is aimed at concealing a foul by his/her team.

**Details to the points** : If two teams are tied with an equal number of points, the winner is determined by the way the score has been achieved, in the following order:

- a. The team with the greatest number of balls that have finished (Agari) wins the game.
- b. If the same number of balls have finished, the team with the greater number of balls successfully passing through the third gate (gate tsuka) wins the game.
- c. If the same number of balls has finished, and the same number of balls has successfully passed through the third gate, the team with the greater number of balls that have successfully passed through the second gate wins the game.

**Doping** : To use, or conceal the use of, medication and other substances to improve one's athletic performance. Doping is a dishonest and dangerous act for the following four reasons, and is prohibited by the rules because of the negative effect it has on sports in general.

- a. Diminishes the value of sports.
- b. Is injurious to the health of athletes.
- c. Is against the spirit of fair play.
- d. Is an anti-social act.

According to the rules, doping refers to the use of substances and methods of administering substances that are on the prohibited list. If a prohibited substance is detected during a doping test, as a rule sanctions will apply even if the substance has been taken for therapeutic purposes. It is therefore important that players thoroughly understand the rules, and if a substance is necessary for therapeutic purposes, that the player discuss the matter with a sports doctor familiar with anti-doping regulations.

**Draw / tie** : If the final score of both teams is the same, and the winner cannot be decided by the details of the score, then the game can be declared a tie without holding a tiebreaker to decide the winner.

**Duration of the game** : The duration of the game is 30 minutes. If, however, a stroker is still playing 30 minutes after the start of the game, the game may extend past the 30 minutes. The game may end before the 30 minutes has passed if a team scores 25 points to achieve a perfect game.

## [E]

**Effective play** : A proper play or a foul play.

**End of stroke** : A notification by Referee A to prevent a stroker, whose turn has ended, from stroking his/her ball.

**End of the game** : The conclusion of the game. The game ends when the chief referee announces "Game Set". ⇔ Start of the game.

**Entry** : The stroker can enter the court and play. During a game, only the players, managers, referees and other authorized persons are permitted to enter the free zone. ⇔ Leave.

**Equipment** : Equipment with which to play the game. Stick. Ball. During the inspection process before the start of the game, the player receives an inspection from the chief referee to confirm that the specifications of the sticks comply with those in the game rules. Once the players have lined up in their positions before the start of the game, the assistant referee then checks the playing order number and ball number.

**Errors** : Referees must avoid obstructing or interfering with a game as a result of a refereeing error (to make a mistake related to an announcement, a decision, a call or dealing with a situation).

**Exchange** : A stroker can approach the referee and request an exchange of the stick. At this point, the stroker can only carry one stick onto the court, and the stick to be exchanged is restricted to one that has already been inspected before the start of the game. If there is a problem with the ball during the game, the referee shall immediately exchange the ball.

**Exit** : To leave the ground. If, due to game interference, the chief referee instructs the stroker to exit the ground, the ball belonging to the exiting player is removed from the field, and that player's playing order number becomes an absent number, but the points gained until that point remain valid.

## [F]

**Face** : A part of the stick. The base on both ends of the cylindrical head. The surface of both ends of the head that is parallel to the shaft, with the short axis a minimum of 3.5cm, and the long axis a maximum of 5cm. The surface used to stroke the ball.

**Fair play** : An open and sporting attitude during the game. Acting fairly and with impartiality.

**Field** : The surface inside the court (within the outside line). The field is divided into the inner field and the outer field.

**Finish (AGARI)** : The announcement by the chief referee or assistant referee when a successful finish has been achieved. A successful finish is when an in-ball which has made a successful pass through the third gate then hits the goal-pole. Two points are added for a successful finish.

**Following team** : The team playing with white balls, with even numbers displayed in red, plays after the leading team. ⇔ Leading team.

**Forfeit** : Forfeiting the stroker's right. Forfeiting the game.

**Forfeit** : If the game is being abandoned or it becomes apparent that there is a case of non-eligible participation, or if, during game interference, the player refuses to play despite being ordered to do so by the referee, the game is forfeited by the chief referee and the other team wins.

**Foul play** : A play by the stroker that constitutes a foul.

**Free zone** : The area established on the outside of the court to ensure the smooth progress of the game. Where the waiting area and the scoreboard have been set up.

**Front side** : By the fourth line of the gate line of the first gate. By the first line of the gate line of the second gate. By the third line of the gate line of the third gate. ⇔ Back side.

## [G]

**Gaining the right for continuous stroke** : The right for continuous stroke is gained in the following cases where all the balls inside the inner field stop:

- a. When the stroker's ball makes a successful pass through a gate and stops as an in-ball.
- b. When a Spark is made successfully.

**Game in progress** : The time from when the chief referee announces "Play Ball" to when he/she announces "Game Set."



**Game set** : The gesture and announcement made by the chief referee at the end of the game, or after a perfect game has been achieved and when the last stroker's turn has ended. ⇔ Play ball.

**Game** : When two teams compete to win by following the official gateball rules.

**Gap** : An act related to sparking in which the balls are set even if there is a gap between the touched other ball and the stroker's ball that allows a Spark to be carried out.

**Gate line** : An imaginary line that joins the back side of the two legs of the gate.

**Gate TSUKA or Pass** : When a ball moves from the front side to the back side to completely pass over the gate line.

**Gate TSUKA** : The announcement made by the chief referee or assistant referee after a successful pass of the ball through the gate. A gate TSUKA takes place when the ball moves from the front side to the back side to pass through the first, second and third gates, in that order, to completely cross over the gate line for the first time. One point is added for a successful pass through each gate.

**Gate** : There are three gates in a court, consisting of the first gate, the second gate and the third gate.

**Gesture** : The gesture carried out by a referee during an announcement or call.

**Goal-pole** : A pole, 2cm (+/- 1mm) in diameter, in a color that is easily identifiable on the court, and erected in the center of the court at right angles to the ground, and at a height of 20cm above ground.

**Grip** : A section of the shaft of the stick. The part where the stick is gripped, or the way that the stick is gripped.

**Ground rule** : A rule that is applied depending on the condition of the ground. A special rule that is applied to enhance the unique characteristics of the game.

**Ground** : Venue where the game is played. The court and free zone (It can also refer to the viewing stand).

## [H]

**HANSOKU (foul)** : An announcement by the chief referee or assistant referee after a play by a stroker that constitutes a foul (in violation of the game rules).

**Head** : The obverse side of the coin. The section of the stick other than the shaft. The stick head consists of one solid piece that is cylindrical in shape, with the surfaces on both sides that are parallel with the shaft called the face, and the sides that are perpendicular to the shaft called the side face. The short axis of the face is a minimum of 3.5cm, and the long axis a maximum of 5cm. The side face is 18cm to 24cm in length.

## [I]

**Identification** : The manager and captain must each wear a form of identification on the upper arm.

**Implementation of measures** : Placing a ball in the correct position following a foul, an invalid move, or out-ball in accordance with the game rules. To apply a penalty to a team that has interfered with the game.

**In-ball** : A ball that is in the inner-field after making a successful pass through the first gate. An out-ball becomes an in-ball when it is stroked into and stops inside the inner field. ⇔ Out-ball.

**Indirect** : A ball that is moved indirectly by hitting soil or grass with the stick represents an invalid move.

**Ineffective play** : A stroker's play during referee time. An act by anyone other than the stroker.

**Influence** : The manager and players must not attempt to influence the referee's decision, or act in a way that aims to conceal a foul or violation by his/her team. If, during a Spark, the stroker's ball moves away from underneath his/her foot to result in that ball influencing a pass through a gate, a successful finish or a Touch, the referee returns the stroker's ball to where it was before it moved.

**Inner edge** : The inner edge of the outer field, and lies on the boundary with the inner field. Inner circumference.

**Inner field** : A rectangular section of the court (field) that is 15m long and 20m wide, the outer edge of which is defined by the inside line.

**Inside line** : The inside line is 5cm wide, in principle, and in a color that contrasts with the court so that it is easily identifiable, and lies within the inner field and along the outer edge of the inner field (along the inner edge of the outer field).

**Interruption of the game** : If a game cannot be continued due to a sudden change in weather conditions, an emergency or other reasons, the game can be temporarily interrupted by the chief referee announcing "Time."

**Invalid moves** : All balls that have made an invalid move are returned to the positions they were in before the invalid move.

## [K]

**KOUTAI (substitution)** : The announcement by the chief referee of a player substitution. The replacement, with a substitute player, of a player who is already playing in a game. A player substitution is approved as follows: The manager notifies the recorder of the substitution, and the recorder then advises the chief referee of the substitution, after which the chief referee approves and then announces the substitution. A player substitution is not approved if the notice of substitution is received after the player to be substituted strokes but before his/her turn is over, or if, when the player that is to be substituted is called to stroke, the substitute player who is about to enter the ground is not wearing the corresponding playing order number.

## [L]

**Leading team** : The team playing with red balls, with odd numbers displayed in white, plays first. ⇔ Following team.

**Leave** : To leave the court. Any players whose turn has finished must leave the court immediately.

**Line** : The inside line. The outside line. The line bounding the start area. The gate line (virtual). In an anti-clockwise direction from one 15m side, each side of the inner field is referred to as follows: the first line, the second lines, the third line, and the fourth line.

**Linesman** : Can be included as one of the referees if necessary. The main duties and responsibilities of the linesman are to advise and assist the chief referee and assistant referee, and to make a decision on, announce and deal with out-balls.

**Long axis** : The longer axis of the stick face. For example, the longer axis when the stick face is elliptical. The long axis of the stick face shall be 5cm or less. ⇔ Short axis.

## [M]

**Manager** : A team can have one dedicated manager who heads the team and who is responsible for the actions of and comments by the members of his/her team.

**Marker** : A tool to mark the position of a ball that is being temporarily moved (by marking the original position of the ball). Some markers can also be used as a coin.

**Measuring** : The process in which Referee A counts 10 seconds without using a device. Alternatively, the process in which the recorder measures the duration of a game using a clock or a similar device.

**Missing the step** : To fail to step on the ball. A move related to sparking when the stroker, when stepping on his/her ball and then attempting to remove the foot from the ball, misses the ball, resulting in the ball moving away from under the foot, and which is a sparking foul.

**Move** : If something comes into contact with a ball, or if there is contact with something that is in contact with the ball, this is regarded as a move even though the ball may appear to be in the same position.

**Movement of the ball** : Any movement of a ball resulting from an effective or ineffective play. The movement of a ball can be valid or invalid.

## [N]

**Non-eligible participation** : The following situations represent non-eligible participation, resulting in the game being forfeited and the other team winning.

- a. If anyone other than those listed in the playing order sheet plays in the game.
- b. If a player plays with equipment and/or uniform that does/do not comply with the requirements of the inspection held before the start of the game.
- c. If a player who has already been substituted plays again during the same game.

**Number indicating playing order** : Starting players and substitute players entering the court must wear a playing order number, 10cm in height, on the front and back of the shirt, or on the chest.

**Number** : A number, the size of which is less than 10cm x 10cm, is attached to the top of each gate.

## [O]

**Observing** : The manager and players must understand and observe the official gateball rules. If there is a necessity to set up ground rules, the manager and players must also understand and observe these rules.

**Obstruction and hindrance** : The scoreboard is set up in a location that does not obstruct the game and which is in full view of both teams and spectators. The players must not wear anything that may hinder or obstruct the game. The stroker can ask the referee to temporarily move a ball that may hinder a successful pass of the ball through the first gate. If, after touching a number of balls, the stroker's ball comes into contact with a number of balls and then stops, the balls that are to be sparked second and thereafter are moved by the stroker to a location that will not hinder the game. If a stroker decides that the out-ball will hinder the game, he/she can ask the referee to temporarily move that ball.

**Open stance** : The stance taken by the stroker in which his/her body is open and facing in the direction of the stroke (with the foot in the direction of the stroke pulled back). ⇔ Closed stance.

**Order** : The playing order of the stokers.

**Other ball/Ball other than the stroker's ball** : The nine balls other than the stroker's ball. ⇔ The stroker's ball.

**Out-ball stroking foul** : A foul resulting from the stroker stroking an out-ball which ends up hitting another ball.

**Out-ball** : A ball that is moved into the outer field as the result of a proper stroking by the stroker, or a ball that did not enter the inner field when stroked as an out-ball, or a ball that is placed in the outer field as the result of a foul play or play interference by a stroker. ⇔ In-ball.

**Outer edge** : The outside edge of the field, inner field, or outer field. The outer edge of the ball. The periphery.

**Outer field** : A fixed area 1m in width, in principle, which forms a part of the court (field), the outer edge of which is the outside line and the inner edge of which is the inside line. The width can vary between 50cm and 1m.

**Outside line** : The outside line should be wide enough to be visible and in a color that contrasts with the court so that it is easily identifiable, and lies within the court and along the outer edge of the court (outer field).

## [P]

**Perfect game** : A game in which a team has scored 25 points.

**Placing an out-ball** : The act of placing a ball that has entered the outer field as the result of a proper play by the stroker at the point created by drawing a vertical line from the point where the ball passed the inside line towards the outer field, with the outer edge of the stroker's ball 10cm away from the outside line. The act of returning a ball which did not enter the inner field as the result of stroking the out-ball to where it was before it moved. The act of placing the ball of a stroker whose play represents a foul at the point beyond the inside line closest to where the foul took place, or where the stroker's ball stopped moving, with the outer edge of the stroker's ball 10cm away from the inside line towards the outside line.

**Play ball** : A call by the chief referee to announce the start of the game. ⇔ Game set.

**Play interference** : It is deemed play interference if the manager or player of a team does not comply with "the basic conditions to be observed by the manager and players" despite having been ordered to do so by the referee, or the referee determines that a manager or player is interfering with the game.

**Play** : The act of the stroker entering the court and playing in the game. Call made by the chief referee when a game is about to resume.

**Player** : Five players and up to three substitute players. A player who has been called to stroke is called a stroker (the next player to stroke).

**Playing order number (Abbreviation - Order)** : The stroking order. The stokers play in order, starting with player number one through to player number ten.

**Playing order sheet** : A sheet that includes information such as the name of the manager, the playing order and names of the starting players, and the name/s of the substitute player/s, and is submitted by the captain to the referee before the start of the game.

**Points** : One point is given for a successful pass through the first gate. Another point is given for a successful pass through the second gate, or a total of two points. Another point is then given for a successful pass through the third gate, or a total of three points. Another two points are given for successful finish (Agari), or a total of five points.

**Postponement of the game** : The game shall be postponed if that game is interrupted before 20 minutes into the game and the game cannot be resumed, in which case that game is then replayed in its entirety.

**Preside** : The chief referee presides over (is central to) the game, and ensures that the game is played in accordance with the rules.

**Proper play** : The act of correctly stroking the ball, and the actions involved in realizing this. The act of correctly sparking the ball as well as the actions involved in realizing this.

**Pushing** : A method of stroking in which the stoker uses the stick face to push the ball forward, with the stick face remaining in contact with his/her ball. Pushing is a stroking foul.

## [Q]

**Question** : The manager can question the decision by a referee only if it this is carried out at the time of the decision. The time taken to ask a question is not included in referee time. The manager cannot ask any another questions once the referee has responded to that question.

## [R]

**Record sheet** : The sheet used to record the proceedings and scores of a game.

**Recorder** : One of the referees of the game. The recorder's main duties are to advise and assist the chief referee and assistant referee and to enter the necessary information into the record sheet.

**Referee A** : A referee whose main role is to decide on a stroker's move, and is positioned front of the stroker.

**Referee B** : The referee whose main role is to make a decision on the movement of the ball. He/she is positioned in the direction of the stroke.

**Referee time** : The time required by the referee to make a decision on an action during a game. Referee time is excluded from the 10 second count, but is included in the game time. The time from the end of a stroker's turn until the next player's turn is announced. The time that the chief referee or assistant referee makes the stroker wait before a stroke or a Spark. The time taken by the chief referee or assistant referee to temporarily move a ball and the time to return the ball that was temporarily moved to where it was before it was moved. The time taken by the chief referee or assistant referee to return a ball that has made an invalid move to where it was before it moved. The time taken by the chief referee or assistant referee to check the game record sheet. The time taken to approve and announce substitutions. The time taken by the chief referee or assistant referee to respond to a question by a manager or a confirmation by a stroker. The time required to exchange a ball. The time taken by the referee to repair the ground.

**Referee** : A person who makes decisions on the progress of the game, a stroker's play, or the result of the game. Referees consist of the chief referee, assistant referee and recorder, with a linesman as well if necessary.

**Remarks** : To enter any special items in the Remarks column of the record sheet to convey its importance. The name of the linesman, the time of and reason for a game interruption, the time of and reason for a forfeited game, the time and playing order number of and reason for an absent player, and any other special items are entered into the Remarks column.

**Restart of the game** : If a game can be resumed after being temporarily interrupted, then the game resumes after the chief referee announces "Play."

**Re-stepping** : A move related to sparking, in which the stroker removes his/her foot from his/her ball and then steps on the ball once again.



**Right to spark** : The right to spark is gained after a successful Touch, and after the stroker's ball and the touched other ball have stopped moving as in-balls, and all the balls in the inner field have stopped moving.

**Rights as a stroker** : The right of a stroker to enter the court and play begins with the player being called to stroke and ends when the stroker has not gained the right for continuous stroke nor the right to spark, and all the balls inside the inner field have stopped moving, with all the moves valid, or when a stroker carries out a move which constitutes foul play.

**Round robin tournament** : A tournament in which all participating teams or contestants plays against all other teams or contestants in the same group at least once. An all-play-all tournament, group tournament.

**Round** : The process of players number one through to ten playing their turn constitutes one round. The second round begins when player number one becomes the stroker for the second time.

## [S]

**Scale** : A measuring card, 7.5cm x 10cm, used to accurately carry out a temporary move of a ball that is obstructing a pass through the first gate, or to make an accurate decision on a successful Spark.

**Scoreboard** : A board that displays the score of both teams. It is located in the free zone in a location that does not impede the game and in full view of both teams and spectators.

**Set** : A move related to a Spark, in which the stroker steps on his/her ball when the ball is stationary, and places the touched other ball in contact with the stroker's ball in the inner field.

**Shaft** : A section of the stick. It is secured at the mid-point of the side-face and is 50cm or more in length, including the grip.

**Short axis** : The shorter axis of the stick face. For example, the shorter axis when the stick face is elliptical. The short axis of the stick face shall be 3.5cm or more. ⇔ Long axis.

**Shortest route** : The chief referee or the assistant referee takes the shortest route to arrive at a position that will enable him/her to decide on the play by the next stroker.

**Side face** : A section of the stick. The two faces of the cylindrical head. The side of the head that intersects with the shaft at a right angle, and that is 18cm to 24cm in length.

**Sign** : Once the chief referee decides and announces the winner, he/she gets the captains of both teams to sign the record sheet.

**Sparking foul** : A foul in which a stroker makes a move during a Spark that is not permitted by the game rules.

**Sparking** : To move another ball as the result of the impact of stroking one's ball after the balls have been set. After a successful Touch, and the stroker's ball and the touched ball have stopped moving as in-balls, the act of the stroker stepping on his/her ball so that the touched ball is in contact with his/her ball in the inner field, and stroking his/her ball so that the impact causes the other ball to move.

**Sportsmanship** : An attitude worthy of a sportsman, in which the game is played with openness and fairness.

**Square stance** : The stance taken by the stroker when stroking the ball, in which the body is parallel to the direction that the ball is being stroked in (in which both feet are parallel to the direction that the ball is being stroked in).

**Stance** : The way the legs are opened, the pose taken during a stroke or Spark.

**Start area** : The start area is a 2m long rectangle in which the stroker's ball is placed at the start stroke. A part of the inside line and a part of the outside line form the longer sides, and the shorter sides should be wide enough to be clearly visible, while the color should be easily identifiable on the court surface. The line defining the shorter sides lies inside the start area along its outer edge.

**Start of the game** : The beginning of the game. The game starts when the chief referee makes the "Play Ball" announcement. ⇔ End of the game.

**Start stroking** : The stroker manually placing, inside the start area, his/her ball which is yet to pass through the first gate, and then stroking that ball.

**Starting player** : The player at the start of the game. The first player to stroke. There are five starting players in a team. ⇔ Substitute players.

**Starting point** : The starting point for counting 10 seconds is either when the stroker is instructed to stroke, when the right for continuous stroke is gained, or when the right to spark is gained.

**Stationary ball** : A ball that lies stationary on the field.

**Stepping and twisting** : A move related to sparking in which the stroker's foot is on his/her ball, and the stroker does not remove his/her foot, instead twisting the foot to change direction.

**Stepping** : A move related to sparking, in which the stroker steps on his/her ball.

**Stick** : A T-shaped stick comprising a head and shaft. Equipment used by the stroker when stroking or sparking.

**Stroker (called to play next)** : A player who is called on by the referee to stroke. A stroker. A player who enters the court to play.

**Stroker** : A player who is called on by the referee to stroke. A player whose turn it is to stroke next. A player who enters the court to play.

**Stroker's actions on sparking** : The series of moves that begins when all the balls in the inner field have stopped moving after a successful Touch and ending with the stroker removing his/her foot from his/her ball after the successful Spark.

**Stroking foul** : A foul related to stroking that contravenes the game rules.

**Stroking twice** : When the face of the stick touches the stroker's ball twice during on the same swing. Stroking twice is a stroking foul.

**Stroking** : The stroker using the face of the stick to stroke one's own stationary ball.

**Substitute captain** : If the captain is not able to perform his/her duties because of an emergency, the manager appoints one of the other players to be the substitute captain, and this is then conveyed to the referee.

**Substitutes** : A team comprises five players and up to three substitute players. The substitute player entered in the playing order sheet can only be a substitute once after the playing order sheet is submitted.

**Successful** : A successful play or move. Used to refer to "a successful" pass through the gate (TSUKA), finish (Agari), perfect game, Touch, Spark or, in the case of a game, the "realization" of that game.

**Swing** : To swing the stick.

## [T]

**Team** : A group of players who play together in a game. A gateball team consists of five players and three or less substitutes, of which one is a captain, while there can also be a dedicated manager.

**Temporarily move** : To remove a ball, corresponding to the following examples, to a location that will not affect the game.

- a. A ball that will obstruct a pass through the first gate.
- b. After touching a number of other balls, if the stroker's ball is in contact with a number of balls that it touched, the balls that will be sparked second and thereafter.
- c. An out-ball that the stroker determines will obstruct the play.

**The stroker's ball** : The ball with the same number as the playing order number. Player number one's ball is therefore Ball number one. ⇔ Other ball/s.

**Tie-breaker** : If both teams have scored the same number of points, and the winner cannot be decided on by the details to the points, the players who were playing at the time that the game ended take turns, from 1 to 10, to compete in passing the ball through the first gate, with the team with the most number of balls declared the winner. If the winner is not determined even after a tiebreaker, player number 1 and player number 2 according to the playing order sheet then compete for a successful pass through the first gate, and the team of the player who first achieves a successful pass becomes the winner. If a winner still cannot be determined, the next two players according to playing order will compete one on one in attempting to successfully pass through the first gate. The process continues until a winner can be determined.

**Time over** : A foul resulting from a ball not being stroked or sparked within ten seconds.

**Time up** : The game ends 30 minutes after the start of the game.

**Time** : If a game cannot be continued due to a sudden change in weather conditions, an emergency or other reasons, the game can be temporarily interrupted by the chief referee announcing "Time."

**Toss coin** : A coin used for a coin toss. Some coins can also be used as a marker.

**Toss** : To throw a coin or similar into the air to decide whether to be the leading team or the following team or select the waiting area, based on what side of the coin is facing up.

**Total points/team points** : The total number of points scored by each team at the end of the game.

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

**Touching the same ball twice** : A foul where, during a continuous stroke, the stroker strokes and touches a ball that has already been sparked.

**Tournament** : In most cases, a knockout series. During a tournament, the contestants or teams continue to play as the losing contestants or teams are eliminated, and the two contestants or teams that remain at the end play against each other to determine the winner. A single elimination tournament.

**T-shaped instrument** : Shaped like a T. The shape formed by the stick shaft and head.

## [U]

**Under the foot** : Under the shoe.

**Uniform (Players)** : All players belonging to a team must wear matching uniforms (with matching sportswear).

**Uniform (Referee)** : The clothing to be worn by referees. During official tournaments, the chief referee, assistant referee, recorder and linesman must wear matching referee uniforms as stipulated by the World Gateball Union or member organization.

## [V]

**Valid moves** : All movements of a ball as the result of a proper play by the stroker shall be valid, other than those movements that are invalid.

## [W]

**Waiting area** : An area established inside the free zone for the managers and players of both teams to stand by in. The waiting area has seats (benches, chairs, etc) for the managers and players.

**Warming up** : Warming up exercises carried out before a game.

**Warning** : If a manager or player does not comply with "The basic conditions to be observed by the manager and players," the referee warns the person involved or the applicable team, to prevent play interference.