



Differences between the USTSA and ITSF rule books

The Match.

- Beginning at the HOFC in Las Vegas, you must win by two up to a maximum of 8 points in the final game of the match. ---NOT ENFORCED @ IFP TOURNAMENTS OR LOCALS---

Serve and Ready Protocol. -----Optional-----

- The serve will no longer be through the serving hole. – OPTIONAL @ IFP AND U.S. LOCAL TOURNAMENTS
- The serve will begin with the ball stopped at the middle player figure of the five-man rod. You must then follow the “ready protocol” by asking the opponent if he or she is “ready?”. Once the opponent responds “ready” you can then begin to put the ball into play. You must then move the ball from one player figure to another. One second after the ball contacts the second player figure the time limit starts and the ball can be legally advanced.
- You no longer need to stop the ball for a full second after touching the second player figure.
- The ready protocol will be used whenever serving the ball or putting the ball into play following a time out or a dead ball.

Ball Off the Table

- A ball that hits the top of the side rails and immediately falls back onto the play surface is now considered in play. If the ball rolls on the top of the side rail then it will still be considered out of play.
- A ball, which goes off the table, will now be put back into play by the goalie of the team that did not cause it to go off of the table. An example would be a goalie blocking a rollover shot which goes off of the table. This rule applies anywhere on the table. If a ball goes off of the table because of a shot a goalie does then the opposing goalie shall put the ball back into play.
- Aerial shots are not allowed. The penalty for attempting an aerial will be loss of possession to the opponents 5 bar for serve.

Dead Ball

- If the ball goes dead in between the two 5 man rods then the original server will still put it into play.
- If the ball goes dead anywhere else on the table then it will be put into play at the nearest goalie area.

Time Out

- It is no longer a technical foul if you *request* a time out if you have already used your allotted two time outs. The penalty for this is now a warning, however, if you have possession of the ball and it is in play when the request is made you will lose the ball and the opposing team will serve it.
- The request for the time out will be denied and play shall resume following the appropriate penalty.
- If you are *charged* a third time out then it will still be a technical foul.

Note: There is now a difference between “requesting” a third time out and being “charged” a third time out.

- A player must ask permission from the opponent or an official before picking up the ball.

Resuming Play After a Time Out

- The ready protocol must be followed whenever putting the ball back into play.
- The ball does not have to be stopped for a second but it cannot be advanced until one second after the ball touches the second player figure.
- Once a players’ hands are put on the handles following a time out the player in possession of the ball must be careful not to lose it. If after putting their hands on the handles the ball rolls away then the opposing team will have the option of continuing play from the current position or to serve the ball.

Table Sides

- You are now allowed 90 seconds during a time out (previously 60 seconds).

Spinning

- A ball which is scored by an illegal spin will no longer be put into play at the goalie area. It will be put into play with a serve by the opposing team.

Alterations to the Table

- Players are now allowed to use custom handles. -----CURRENTLY ONLY AVAILABLE @ THE WORLD CHAMPIONSHIPS-----

Practice

- You are now permitted to practice in between games.
- The penalty for the first violation of illegal practice is now loss of possession if you have possession of the ball and a warning if you do not have possession (the penalty used to be a technical foul). Subsequent violations will still be a technical foul.

Technical Fouls

- If a technical foul shot is scored, the ball will be served by the opposing team.
- If the technical shot is not scored then play shall resume from where the ball was prior to the shot or as specified by rule.

Dress Code

- Sport attire will be enforced. No jeans or denim will be allowed. ---NOT ENFORCED @ IFP TOURNAMENTS OR LOCALS---