

# OFFICIAL RULES:



## 1.1 THE TERMS:

- 1) Tuck™: the black puck/ball used in playing the game of Tockey™ (Tockey™ + Puck).
- 2) Drop: the service of the tuck™ into the Tockey™ playing area. (See section 1.5 FACEOFFS)
- 3) Stick: the game piece/player used in Tockey™ to move the tuck™ offensively and defensively.
- 4) Rods & Sticks: the number of sticks can specifically refer to each rod. (i.e. the 4-stick, 3-stick, 2-stick, and goalie stick.)
- 5) Live: the status of the tuck™ once both teams have made contact. Only during “live” status may either team score a goal. (See section 1.6 GOALS)
- 6) Dead: the status of the tuck™ once it has left the playing area. (See section 1.10 DEAD TUCK™)
- 7) Playing Surface: defined as the surface area of the rink in-between the opposite goalmouths and the sides of the table.
- 8) Playing Area: defined as all of the space from the playing surface up to and including the glass surrounding the top of the table.
- 9) In Play: if the tuck™ leaves the playing surface at any time and comes into contact with any objects inside the playing area (i.e. sticks, rods, glass, walls or table top) and returns to the surface it will be considered fair, in play and the tuck™ remains “live” in status. If the tuck™ comes into contact with the scoreboards or any other object outside of this area resulting in the tuck™ returning to the surface, the tuck™ will become “dead” and will be re-dropped.

## 1.2 THE GAME:

- 1) First team to 10 goals wins. (Must win by at least 2 goals.)

## 1.3 SHUTOUT:

- 1) If a team is winning 6 to 0, the game is considered a shutout and is over.

## 1.4 OPENING FACEOFF:

- 1) A coin toss precedes the start of the first match.
- 2) Winner of the coin toss may choose side of the table or first drop.
- 3) After the first game, the losing team is given the opportunity to drop the tuck™ first.
- 4) Teams switch sides at the end of each game and play resumes.

## 1.5 FACEOFFS:

- 1) At face-offs, both teams must touch the tuck™ before the tuck™ is considered live.
- 2) The individual initiating the drop is the player on defense. (2-stick and goalie stick) It is the player in this position for the scored upon team who always drops the tuck™ after a goal.
- 3) Any type of drop is fine as long as it is dropped through the tuck™ dispenser and the hand of the player dropping the tuck™ does not enter the playing area.
- 4) Face-offs are also to occur after a tuck™ leaves the table and in the event of a dead tuck™ when possession is undeterminable. (See section 1.10 DEAD TUCK™)
- 5) The individual initiating the drop must not begin until he has the assurance that the opposing team is ready to begin play. Tapping the tuck™ on the top edge of the glass before sending it through the tuck™ dispenser can signify the initiation of play.

## 1.6 GOALS:

All of these criteria must be met to count a goal:

- 1) The tuck™ must be touched by both teams (creating a “live” tuck™) prior to it entering the net.
- 2) No goal will be awarded directly off of a face-off unless one of the teams purposely attempts to take a shot.
- 3) The tuck™ must fall down into the goal receptacle but in the event the tuck™ would return to the playing surface the goal will still be awarded. (i.e. A tuck™ which rolls or spins into the goalmouth and back out never leaving the playing surface shall be considered no goal, with no points being awarded, and a live tuck™.)

## 1.7 TWO POINT GOALS:

- 1) If the goalie scores a clean goal on his opponent, two points will be awarded. However the tuck™ must not come into contact with any other sticks or rebound off any walls.
- 2) If the goal scored by the goalie only tips the goalpost on its way in, the goal should still be considered clean and awarded 2 points.
- 3) A penalty shot shall never count as 2 points. (See section 1.9 PENALTY SHOT)

## 1.8 PENALTY:

- 1) Quinning: *Definition – striking the tuck™ backward using the goalie stick to propel a shot off the back boards as a way to launch the tuck™ into the air toward the opposing goal.*
  - A) If a goalie stick quinn the tuck™ and the resulting shot does not stay inside the playing area, a penalty shot will be awarded.
  - B) If the resulting shot does not leave the playing area, there is no penalty.
  - C) If the resulting shot bounces off anything on the table first then goes out of play, no penalty shot.
  - D) To be counted as a quinn: The tuck™ may only touch the opposing goalie or the rods of the opposing goalie and defense.
 

If the quinned tuck™ comes in contact with anything else prior to scoring, it is a goal but not a quinn.
- 2) Spinning: *Definition - a complete 360-degree rotation of any rod of sticks before or after making contact with the tuck™.*
  - A) Spinning of the 4-stick, 3-stick, 2-stick or goalie stick is absolutely not allowed.
  - B) If a player does spin and makes any contact with the tuck™, a penalty shot is awarded to the opposing team.



C) The penalty shot for a spin is called as a delayed penalty. Should the penalized team score on themselves due to the spin or should the non-penalized team score prior to the penalized team gaining possession of the tuck™, blocking a shot, or taking a shot, the goal will stand in place of the awarded penalty shot. (i.e. A tipped shot will stand as a goal for the non-penalized team, a blocked shot and rebound will not.)

D) In the event that a goal is scored for the penalized team when a spin violation is committed, the goal will result in no points.

E) If a player spins his rod of sticks in a 360-degree fashion without making any contact with the tuck™, there is no penalty.

3) Jarring: *Definition – moving the table in a violent fashion, lifting the table or coming into contact with an opposing player's rod of sticks.*

A) If a player is guilty of jarring in any way a penalty shot is immediately awarded to the opposing team.

B) The jarring action need not be on purpose to result in a penalty shot.

### 1.9 PENALTY SHOT:

1) Goalie Stick vs. Goalie Stick.

2) All other sticks are lifted so as not to interfere with the penalty shot.

3) The shooter can use the defensive sticks (2-stick) along with the goalie stick to move the tuck™ around to set up a better shot but the shot must be taken with the goalie stick. If the shooter should lose control of the tuck™ and the tuck™ leaves the defensive area or scores on the shooters own net, a re-drop shall occur and the shot will be considered forfeited. (No goals awarded.)

4) If the shot taken by the goalie stick on the penalty shot comes into contact with the defense (2-stick) before contacting any other part that is in play, the penalty shot should be ruled illegal. The tuck™ then becomes dead in status and immediately re-dropped, forfeiting the shot.

5) Whatever the outcome of the penalty shot is the Tuck™ is re-dropped by the team who took the shot before play can resume.

6) Under no circumstance will a quinn be permissible as a penalty shot.

7) Upon shooting, the Tuck™ may not come in contact with the boards. If the Tuck™ touches the boards, it immediately will result in a face off. (No goals awarded.)

### 1.10 DEAD TUCK™:

1) When the tuck™ has stopped completely and no stick can make contact it is considered “dead” in status. The tuck™ should only be considered dead if it is not moving and not spinning unless the tuck™ has come into contact with an outside object and needs to be re-dropped. (See section 1.1-9 THE TERMS – In Play)

A) Should the tuck™ come to a complete stop between rods of opposing sticks the dead tuck™ should result in a re-dropping of the tuck™.

B) Should the tuck™ come to a stop between rods of sticks on the same team, the possession of the tuck™ should be granted to the team in clear possession of the tuck™ by placing the tuck™ next to the nearest stick in the vicinity of the dead tuck™.

C) Any time the status of the tuck™ is dead and a re-drop must result, the team who was last awarded the drop should also perform the re-drop of the tuck™.

### 1.11 CHANGING POSITIONS

1) Players may change their positions at any time during the game as long as there is a stoppage in play.

2) Under no circumstance may players switch positions while the tuck™ is in live status.

### 1.12 REACHING INTO THE PLAYING AREA

1) The playing area is restricted from player contact at all times while the tuck™ is in live status.

2) If a tuck™ is declared dead the appropriate player may reach into the playing area and remove it in order to re-drop and resume play or position the tuck™ close to the appropriate player. The action depends upon the cause of the dead tuck™ and the rule governing its placement. (See section 1.10 DEAD TUCK™)

### 1.13 TIMEOUTS

1) Each team has two, 30 second time outs at the start of a game.

2) A time out must be used to Change positions.

### 1.14 UNCLEAR CIRCUMSTANCE

1) A slight tip counts as touching the tuck™ even if not on purpose.

2) If a player accidentally shoots the tuck™ into his own net, it's still a goal provided the tuck™ is live. (See section 1.6 GOALS)

3) Honesty is an important aspect of the game. Be honest!

4) In the event that a specific situation comes into question in which an agreement can not be reached as to the correct call, the referee officiating the game or the tournament director will make the final call based solely upon his judgment of the situation and knowledge of the game. Their call will stand and play will resume.

### 1.15 MOST IMPORTANT RULE

1) HAVE FUN PLAYING! This game was developed out of the love for the sports of foosball and ice hockey and we want nothing more than for you to enjoy yourself every time you step up to your **Original Table Hockey™** Table. Tockey™ On!