



ITSF Rules of Table Soccer

Classic Matchplay Rules

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Introduction

Classic Matchplay is a variation of Standard Matchplay where snake shots and flip-over shots are not allowed, the kick-off is performed from the goalie rod, and the time of possession is ten seconds on all rods.

Classic events are played according to the current Standard Matchplay Rules (SMR), with exceptions as specified in this document. Terms in italics are defined either here or in the SMR.

Kick-off

All *kick-offs* are from the *goalie rod*, including the first one of the *match*. In Classic Matchplay the *kick-off* is redefined as follows:

Kick-off: A *restart* from any *goalie rod* figure by the team which conceded the previous goal, or if there is no score by the team which gained the *kick-off* from the *initial flip*.

Possession

The time limit for a single *active possession* is 10 seconds on all rods; the two *goalie rods* are considered as one.

Spinning

In Classic Matchplay a new rule constrains the allowed shots:

Rule: Illegal Rotation

A player must not rotate the rod of *active possession* 360° during the process of performing a *transition*.

Penalty: 5-rod Possession Award.

Dead Ball

A *dead ball* between the 5-rods is put back into play with a restart at the central 5-rod figure of the *team* with the *kick-off*.

Penalties

Where a penalty in the SMR is given as a 5-rod Possession Award, the same penalty applies in Classic Matchplay. As in Standard Matchplay, the non-offending team also has the option to continue play from the *current location* of the ball.