



TIPP-KICK®

Rules

The TIPP-KICK ball has two colours. Each player selects one colour. The player whose colour is on top is allowed to take a shot.

One game lasts 2 x 5 minutes, and the players change sides and ball colour at half-time.

A shot can be taken at the goal from anywhere on the pitch. Exception: kick-off, when a goal is saved, throw-in (a kick-in actually).

The defender can be placed at a distance of two player lengths from the ball.

Halftime

The sides and the ball colour are changed at halftime (after 5 minutes)! Now Lara plays with white and Leonard with black.

Length of game

A game lasts 2 x 5 minutes. However, the length of the game can be individually agreed upon. Winner: the winner is the goalgetter with the most goals. The game ends in a draw if both have the same amount of goals!

Play

Each team consists of a kicker and a goalkeeper. Depending upon the game situation, up to 3 different kickers can be used. However, only one kicker is allowed on the pitch. The ball is moved by applying pressure to the kicker button. The ball may not be pushed. The goalkeeper can parry any ball. Only he may push the ball and turn it to his own colour.

Offense

Leonard and Lara can shoot at the opponent's goal from any position. Exceptions are start of play, shots into goal and goal-kicks!

Even indirect goals don't count for these exceptions.

Start of play

If Lara has scored a goal, Leonard then has start of play. The ball must leave the kick-off circle at the start of play.

Defence

The kicker must be positioned at least 2 kicker lengths away from the ball. See Defence.

Goal

The entire ball must have passed the goal line. Goalkeeper goals are also allowed. Lara shoots at Leonard's goal. Leonard's goalkeeper saves, and the ball goes into Lara's goal.

Corner kick

Case 1: Lara shoots at the goal. Leonard's goalkeeper saves and the ball rolls over the goal touch line.

Case 2: Lara shoots and the ball bounces off Leonard's kicker and rolls over the goal touch line. Lara is awarded a corner kick in both cases. If Lara is skilful and has practised a lot, she can also shoot the corner kick directly into Leonard's goal - this is allowed!

Throw-in (for TIPP-KICK shot into goal)

Case 1: Leonard shoots and hits one of Lara's playing figures. The ball rolls over the side touch line. Leonard may continue play at the place where the ball rolled from the pitch.

Case 2: Leonard shoots and the ball rolls directly over the side touch line. Now Lara may play the shot into goal.

Defence

The defending kicker may always be placed on the penalty area line, even when the distance between the ball and the penalty area line is not 2 kicker lengths. Exception: ball touches the penalty area line and shows the colour of the attacker: the defensive player must be removed.

Penalty

Lara shoots at Leonard's goal with her kicker.

Case 1: Leonard touches the ball with his hand in his own penalty area.

Case 2: Leonard places or lays his kicker as a defender in his penalty area. Lara may shoot a penalty.

Goal-kick

Lara shoots past Leonard's goal with her kicker.

Leonard has a goal-kick. There is a free kick:

- for handball outside of the penalty area.
- when the ball is played despite it showing the opponent's colour.
- when the ball doesn't leave the kick-off circle or penalty area after start of play or kick-out.
- when the distance of 2 kicker lengths is not observed by the defence.

Freekick

In the event of a freekick, the defenders must maintain a distance of 3 kicker lengths. The freekick is always taken from the place where the breach of the rules took place. Exception: in the event of a goal-kick and start of play, the ball does not leave the penalty area or start of play circle: freekick at the point at which the ball comes to a stop.

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