



# NOVUSS GAME RULES

EN 



Co-funded by the  
Erasmus+ Programme  
of the European Union

[www.novuss-sport.org](http://www.novuss-sport.org)

## Introduction

The Novuss Game Rules were developed and approved by the Board of the Latvian Novuss Federation on 28 December 2016, and came into effect on 1 January 2017.

This documentation has been developed within the project “**Novuss – sport for anyone**”, co-funded by the European Union programme “**Erasmus+**”.

The project was introduced to encourage the formation of an international network and closer cooperation between the stakeholders and organizations to promote the development of Novuss sports in the European Union and worldwide.

Project coordinator:

- Novuss Sport ohne Barrieren e.V., Germany  
[www.novuss-sport.de](http://www.novuss-sport.de)

Project Partners:

- Latvijas Novusa federācija, Latvia  
[www.novuss-Inf.lv](http://www.novuss-Inf.lv)
- Peningi Koroonamänguklubi, Estonia  
[www.peningi.planet.ee](http://www.peningi.planet.ee)
- Stowarzyszenie Novuss Polska, Poland  
[www.novuss.pl](http://www.novuss.pl)

More information about the project is available at project homepage:

[www.novuss-sport.org](http://www.novuss-sport.org)

Digital printing partner within the project:

The logo for 'wabe' features the word in a lowercase, sans-serif font. The letters 'wa' are in a light grey color, while 'be' is in a bright orange color.

**wabe e.V.** a non-profit organization based in Erlangen (Germany), founded in 1987.

The main goal of the organization is to integrate people with mental disabilities in the labour market.

Website: <https://www.wabe-erlangen.com>

## TABLE OF CONTENTS

1	TYPES AND CHARACTER OF COMPETITIONS.....	3
	PARTICIPANTS OF THE COMPETITION .....	3
2	RIGHTS AND OBLIGATIONS OF THE PARTICIPANTS.....	3
3	PARTICIPANT'S UNIFORM.....	4
4	REPRESENTATIVE OF THE TEAM .....	5
	COUNCIL OF THE REFEREES.....	5
5	COMPOSITION OF THE COUNCIL OF THE REFEREES .....	5
6	COMMISSIONER.....	5
7	CHIEF REFEREE .....	6
8	SENIOR REFEREE.....	7
9	REFEREE.....	7
	GAME RULES.....	7
10	STARTING CONDITIONS .....	7
11	SPECIAL TERMS .....	8
12	GAME .....	9
13	DIRECT STROKES AND BACKSTROKES.....	13
14	EXCLUSION FROM THE COMPETITION .....	14
15	LOSS IN THE GAME.....	14
16	LOSS OF A SET.....	15
17	PENALTY DISC .....	16
18	LOSING THE RIGHT TO STRIKE.....	18
19	WARNING .....	18
20	SINGLE GAMES.....	19
21	DOUBLE GAMES .....	20
22	TEAM GAMES.....	22
23	DETERMINING THE STROKE RIGHT.....	22
24	GAME RESULT .....	23
	COMPETITION EQUIPMENT .....	23
25	TABLE, GAME DISCS, PUCK, CUE.....	23
	ANNEX NO. 1.....	1

## 1 TYPES AND CHARACTER OF COMPETITIONS

- 1.1 The division of the Novuss competitions are as follows:
  - 1.1.1 individual competitions (single games) between men and between women.  
In individual competitions, the results are evaluated for each participant individually;
  - 1.1.2 double games (of pairs), between men, women and mixed pairs.  
The results of the double game are assessed for a pair;
  - 1.1.3 team games – between men, women and in mixed teams.  
In team competitions – the results of the individual games make up the total points of the team. The Regulation of the Competition may regulate a different procedure of scoring (e.g., the sum of the team points is made up of the results in single and double games);
- 1.2 The type, order, course and character of the Novuss game competition is governed by the Regulations of the Competition.

## PARTICIPANTS OF THE COMPETITION

## 2 RIGHTS AND OBLIGATIONS OF THE PARTICIPANTS

- 2.1 The participants of the competition must be aware of and adhere to the Novuss game rules, the Regulation of the Competition and the game schedule.
- 2.2 The participant must arrive at the competition table within 2 minutes of the Referee's call for the match. If the participant does not arrive at the competition table within this time, he/she is awarded a loss in the match. The participant, who has been awarded two losses in such way is excluded from further competition. If the participant has played 50% or less of all matches, his/her points will be annulled, but if more – the participant will be awarded a loss in the unplayed matches. In such cases the winning and losing sets are not counted for the participant, to whom the win is awarded. The Regulations of the Competition may provide also other provisions.
- 2.3 The participant has the right to address the Referee with a question or a request for explanation in the course of the game.
- 2.4 The participant may not enter into a dispute with the Referee. If the participant is not satisfied with the decision of the Referee, it may be challenged by appealing it to the Senior or Chief Referee and by immediately informing the Chief Referee of the cause of the dispute, unless other order of submitting and reviewing the

objection has been provided in the Regulations of the Competition. By submitting a written objection, the costs of settling the dispute must be paid at the same time (the amount of which is determined by the tournament rules). If the opposing party is right, the amount paid for the settlement of the dispute will be refunded. Any objections to the winner being determined in any of the sets are considered only, if the participant notifies the Referee as soon as the dispute arises.

- 2.5 Before the game, the participants must process (rub, polish) the table with the powder.
- 2.6 Before the game the participants greet and after the game say goodbye to each other by shaking hands. Refusing to greet or say goodbye is considered an *unsportsmanlike conduct*.
- 2.7 During the set, the participant is not permitted to leave the competition table, unless it is related to the need to pick up a disc or puck from the floor or to replace damaged equipment.
- 2.8 During the set, the participant of the competition is forbidden to talk to persons, who do not belong to the game, to make comments to the opponent or to comment the game.
- 2.9 Between the sets the participant can talk to the coach or the representative. The participant has the right to leave the table for up to 3 minutes between the sets with the opponent's consent.
- 2.10 During the competition, the participant must switch off his/her mobile phone in silent mode. During the game (set) the participant is not allowed to talk on the mobile phone.

### 3 PARTICIPANT'S UNIFORM

- 3.1 The participant must wear neat, clean clothes and footwear appropriate to the premises (**not streetwear**). The Referee has the right to disqualify the participant from the competition, if he/she wears inappropriate footwear.
- 3.2 In the competition, the members of the same team should preferably wear the same uniforms or wear relevant team emblems.

## **4 REPRESENTATIVE OF THE TEAM**

- 4.1 Each team taking part in the competition must have a representative responsible for the team, who is the only mediator between the Council of the Referees and the team.
- 4.2 The representative is responsible for the discipline of the participants and ensures their arrival at the competition.
- 4.3 The representative participates in the draw, if such is organized, together with other representatives, as well as receives information about the competition.
- 4.4 In case of an objection, the representative submits it in writing to the Senior Referee.

## **COUNCIL OF THE REFEREES**

### **5 COMPOSITION OF THE COUNCIL OF THE REFEREES**

- 5.1 The Council of the Referees is selected and approved by the local novuss section, federation or organizing organization.
- 5.2 The Council of the Referees is composed of the Commissioner, the Chief Referee, the Senior Referees and the Secretary.
- 5.3 Depending on the size of the competition, the composition of the Council of Referees may vary.
- 5.4 A Senior Referee is appointed for each separate zone for refereeing the games.

## **6 COMMISSIONER**

- 6.1 The Commissioner of the competition is appointed by the organizing organization.
- 6.2 Responsibilities of the Commissioner:
  - 6.2.1 to evaluate the suitability of the competition venue (space, lighting, equipment, etc.);
  - 6.2.2 to provide recommendations to the organizers of the competition for the elimination of the identified deficiencies;
  - 6.2.3 to evaluate the course of the competition;
  - 6.2.4 to submit a report to the organizing organization.

## 7 CHIEF REFEREE

- 7.1 The Chief Referee is responsible for the conduct of the competition in accordance with the rules and the approved Regulations.
- 7.2 The responsibilities of the Chief Referee:
  - 7.2.1 to approve the game schedule, to organise the participants' draw;
  - 7.2.2 to conduct the work of the Referees, to settle objections and all issues arising during the competition;
  - 7.2.3 to approve the game protocols;
  - 7.2.4 to approve the results of the competition and to submit them together with a report to the organizing organization.
- 7.3 The rights of the Chief Referee:
  - 7.3.1 during the competition to release from refereeing such Referees, who do not perform their duties or who violate the Regulations of the Competition, the rules and the discipline;
  - 7.3.2 to exclude from the competition participants, who violate the rules of the competition, behave rudely or commit other violations;
  - 7.3.3 to cancel or to postpone the competitions, if the organization of them is not possible due to the venue not being appropriately prepared (space, lighting, equipment, etc.);
  - 7.3.4 to postpone the competition, if it is necessary to make changes to the program or the game schedule;
  - 7.3.5 to annul the decision of the Senior Referee (in accordance with Clause 2.4.).
- 7.4 The orders of the Chief Referee are binding on all members of the Council of the Referees, the participants of the competition and the representatives.

## 8 SENIOR REFEREE

### 8.1 Senior Referees:

- 8.1.1 conduct individual, double or team competitions in a zone or a group;
- 8.1.2 check the composition of the team members;
- 8.1.3 before the start of the competition check the conformity of the equipment with the competition type – table height, geometry parameters, compliance with the approved standards of the game equipment, the uniforms of the participants, pucks, cues (also during the competition);
- 8.1.4 record violations of the rules committed by the participants of the game and apply the corresponding penalties, recording them into the protocol;
- 8.1.5 determine, whether the game disc is *the light disc or the dark disc* with the help of light (flashlight), if necessary. **The game disc must not be moved!**
- 8.1.6 solve and resolve other contentious or complex situations.
- 8.1.7 after the end of the zone or group competition, submit the protocols and the result table to the Senior Referee.

## 9 REFEREE

- 9.1 During the competition the functions of the table Referee are performed by the participants themselves, if necessary, by inviting the Senior Referee. The functions of the Referee during the set are performed by the participant, who does not have the right to make the stroke. The game protocol is filled in by the participant, who is the first one provided in it. After each set he/she must announce the result and indicate, which participant in the current set has the right to strike first. After the game the mutually signed protocol is immediately submitted to the Chief Referee.

## GAME RULES

### 10 STARTING CONDITIONS

- 10.1 At each competition table there should be a brush to remove the excess powder. The powder must not be cleaned with hands. Before the start of each set (even if the set is played repeatedly), **it is mandatory for the participants to remove excess powder from the game table.** The participants must not clean the powder during the set! If any powder appears on the table during the set (when removing



- the penalty discs or the puck from the pockets), the Referee must be invited to clear away the powder.
- 10.2 The participants themselves arrange the discs on the table and say hello by shaking hands with each other. They then stand on the opposite sides of the table and the participant, who has the right to strike first, places the puck on the edge zone of his/her side and strikes it with the cue (the narrow tip of the cue), aiming it at the game discs.
- 10.3 Game discs of the same colour must be placed next and close to each other, and close to the table edge, four on each side of the middle line.

## 11 SPECIAL TERMS

- 11.1 “**Participant**” means the participant, who participates in the novuss competition.
- 11.2 “**Dark area**” means the bar along the edge on the participants side, zoned off by the line of this edge zone, as well as the area inside the middle circle.
- 11.3 “**Dark disc**” – participant’s game disc located in **the dark area** of that participant, when the line that zones off **the dark area** is not visible through its hole.
- 11.4 “**Light disc**” – participant’s game disc located on the game table, that is not **the dark disc**.
- 11.5 “**Penalty disc**” – game disc placed on the game table as a penalty of the participant for violating the game rules, after the participant loses his/her right to strike;
- 11.6 “**Debt disc**” – penalty disc that cannot be placed on the game table for the violation implemented by the participant, because the particular participant has all 8 game discs on the game table;
- 11.7 “**Stroke**” – the process that lasts 30 seconds and starts from the moment:
- 11.7.1 when the opponent has lost the right to strike and has removed the puck from the table;
- 11.7.2 when the participant has taken the puck in his/her hand or it is on the table on the participant’s side and there is nothing to prevent him/her from preparing to strike.
- 11.8 “**Correct stroke**” is made:
- 11.8.1 if the puck first touches the participant’s **light disc**;
- 11.8.2 if there is no **light discs** and the puck touches the opposite edge without first touching any other game disc;

- 11.8.3 if the puck first touches the side edge and then its game disc in the middle circle;
- 11.9 **"Penalty stroke"** – the stroke, after which the right to strike is lost (the stroke passes to the opponent) and a *penalty disc* is placed on the table.
- 11.10 **"Boundaries of ones area"** – 1 m to each side of the table and 2 m to the rear.
- 11.11 **"Unsportsmanlike conduct"** – refusing to greet before the game and to say goodbye after the game, throwing discs or puck, using rude words, expressing offensive comments that violate human dignity and similarly.
- 11.12 **"Disqualification"** – exclusion of the participant from the competition.
- 11.13 **"Powder"** – table surface treatment material approved by the LNF that ensures the sliding properties on the table surface.

## 12 GAME

- 12.1 The game consists of several sets, the number of which is determined by the Regulations of the respective competition.
- 12.2 Before the game both participants prepare the game table by rubbing it with powder.**
- 12.3 Each participant is allowed to familiarize himself/herself with the features and sliding properties of the table for two minutes prior to the game from any side of the table.
- 12.4 Before making the stroke, the puck must not be slid on the surface of the game table by hitting it against the edges of the game table.
- 12.5 If the table is shaken so hard, that before the set begins (even when a set is played repeatedly) the discs have moved out of their places, they are replaced back and the game begins only after it.
- If, before the set starts (even when a set is played repeatedly), the puck falls on the newly assembled game discs and moves them out of their places, they are replaced back and the game begins only after it.
- 12.6 During the game (set) the participants must not touch the table surface with their hands or fingers.
- 12.7 The set begins with the participants taking their places on each side of the table and one of the participants making his/her first stroke.
- 12.8 The protocol of the game provides the order in which the participants make their first strokes. The participant, who is recorded in the game protocol as the first, after a completed set, records the result and announces, which participant in the current

set has the right to strike first. If any of the participants makes **the first** stroke, when the opponent had the right to strike – he/she loses the set (16.1.7).

This clause applies to both single and double games.

- 12.9 Before the stroke the participant puts the puck in any part of the edge zone of his/her side that is zoned off by the side and end lines of the area so that these lines are not visible through the hole of the puck.
- 12.10 When placing the puck, it must not touch any game disc. As the movement begins, the puck must not touch any of the game discs located in the participant's edge zone. The puck must not be placed sideways.
- 12.11 When the puck is placed on the table and the stroke has not been made yet, the participant has the right to change the position of the puck with the help of his/her hand or to re-place the puck elsewhere within a time limit of 30 seconds.
- 12.12 When aiming with the narrow tip of the cue, it must not cross the dark area line according to the opposite side of the game table.
- 12.13 When making the stroke, the fingers of the participant's support hand must not touch the surface of the game table.
- 12.14 The stroke must only be done with the narrow tip of the cue. Striking with the thick tip or the side of the cue is prohibited.
- 12.15 The stroke is counted as made, if the cue has touched the puck. When striking the game discs, the puck must not glide back over the line of the edge zone on the participant's own side, i.e., when the line zoning it off is no longer visible through the hole of the puck, unless the participant has *a dark disc*.
- 12.16 After a successful stroke, when one or more of the game discs have been pocketed and no violations have been committed, the participant continues with the series of strokes.
- 12.17 If as a result of the stroke one game disc jumps onto another, such disc is placed next to the bottom disc without moving the other game discs. The disc that has jumped on top of another must be placed on the side, to which it points more. If that is not possible, it is placed in the nearest available space. If the game disc jumps on the puck, it is placed on the table instead of the puck. If a disc or puck touches an object outside the table, while it jumps, and then falls back on the table, such disc or puck is considered to have jumped over the edge. If, in such case, other game discs are moved, they are returned back to their initial position. If the position of the game discs cannot be restored – the set must be restarted.

- 12.18 If as a result of a stroke the puck remains in such position, from which it is difficult to pick it up without moving the game discs, the participant must ask the Referee or one of the participants to pick up the puck. If the game discs are moved, their position is restored after the puck has been picked up.
- 12.19 If as a result of the stroke the game disc remains in unstable position on the edge of the pocket and in the continuation of the game:
- 12.19.1 **before the stroke is made, the game disc falls into the pocket**, the game disc is placed back in its previous position and the falling of it into the pocket is not considered. The right to strike is continued;
- 12.19.2 **during the stroke the game disc falls into the pocket, intact by the puck or other game discs**. After the stroke is made, such game disc is placed back in its previous position and the falling of it into the pocket is not considered. If any other game disc has fallen into the pocket as a result of the stroke, the right to strike is continued. If no other game discs have been pocketed, the right of the stroke passes to the opponent.
- 12.19.3 upon the request of the participant, the Senior Referee has the right to place the unstable game disc in a more stable position.
- 12.20 If as a result of the stroke the puck or the game disc jumps on the table edge and remains there, it is considered to have jumped over the edge. The game disc of the participant or of the opponent that has jumped over the edge is placed in the centre of the middle circle, so that the centre intersection is visible through its hole. If the centre is occupied, the game disc is placed on the intersection line of the middle circle on the side, where it has jumped over the edge. The game disc is placed so that its outside edge touches the inside of the circle. If this point is occupied, the game disc is placed at another point of intersection of the cross line and the circle. If all five points are occupied, the disc is placed on the cross line, midway between the disc in the centre and the circle line, but first on the side, where the disc has jumped over the edge. If the disc jumps over the edge at the corner of the side and end edge and the edge, over which it has jumped cannot be determined and the centre is occupied, the disc is placed at the middle circle line on imaginary diagonal to the side, where it has jumped over the edge. If two or more discs have jumped over at the same time, the disc first hit by the puck is placed in the centre and the rest – as provided above. If the game disc of the participant and the game disc of the opponent jump over the edge at the same

- time, the first disc hit by the puck is placed in the centre and the second as provided above.
- 12.21 If a game disc breaks as a result of the stroke and the broken pieces remain on the game table, then a new game disc is placed instead of the biggest piece of the broken disc. If the two broken pieces are the same size, a new game piece is placed instead of the piece that is harder to pocket (at the opponent's discretion). If a game disc breaks as a result of the stroke and its biggest part jumps over the edge, the game disc is considered to have jumped over the border and a new game stone is placed in the centre. If the biggest or half of the broken game disc falls into the pocket, it is considered that the game disc has been pocketed. If the puck breaks as a result of the stroke and its biggest part falls into the pocket or jumps over the edge, the participant loses the right to strike and a penalty disc is placed on the game table.
- 12.22 If as a result of the stroke the game disc lands sideways, one game disc jumps onto another, the game disc jumps onto the puck or table edge, or it jumps over the edge, the game disc is considered not to be in motion.
- 12.23 Until the Referee, or the participant, performing the functions of the Referee has not completed his/her activities – placing the *penalty disc*, recording the result and similarly, the participant must not place the puck in preparation for the stroke. It is allowed to take the puck from the table or to remove it from the pocket (on ones own side of the table), as well as to pass it to the opponent.
- 12.24 During the game the participant must stay on his/her side of the table and must not walk around the table to view the position of the discs from the other side. To identify, if the game disc is “light” or “dark”, the Senior Referee must be invited instead of the opponent. During the game (without the consent of the opponent) the participant must not leave the “boundaries of his/her zone”. The exception is to pick up a disc from the floor that has jumped over the edge or to write down the score.
- 12.25 The participant has the right to lean over the table, supporting against its edges.
- 12.26 During the game the participant may not place the puck, game discs or other objects on the table edges.
- 12.27 The puck must not be pulled with the cue, it must be picked up by hand. If the puck is on the opposite side behind the middle circle area, the participant standing on the opposite side must move it manually towards the centre or the opponent. When handing the puck to the opponent, it must not be placed next the side edge.

- 12.28 If the participant sees that the opponent is violating the rules, he/she must stop the game with the command “stop!” and must inform the opponent of the violation, if necessary, inviting the Senior Referee.
- 12.29 The participant must not measure distances using auxiliary items (including powder) to perform the strike.
- 12.30 When aiming, the cue must not cover the inside corner of the edge.

## 13 DIRECT STROKES AND BACKSTROKES

- 13.1 The participant may strike all his/her *light discs* with direct strokes, and when the puck touches any one of them, afterwards the puck can touch any of his/her or the opponent’s game discs.
- 13.2 The participant may strike all his/her game discs with a backstroke.
- 13.3 *Dark discs* must not be struck directly. They can be struck only:
- 13.3.1 with a puck, which has previously touched the opposite edge;
  - 13.3.2 with a puck that has previously touched its *light disc*;
  - 13.3.3 with its *light disc*;
  - 13.3.4 with the help of several game discs, when the puck first touches the participant’s *light disc*;
  - 13.3.5 with a backstroke against the side edge, if the game disc is in the middle circle.
- 13.4 The participant is not penalized, if after the stroke during which the puck has touched the opposite edge, the puck does not touch any of his/her game discs, provided that he/she does not have any *light discs*.
- 13.5 If the participant strikes the opponent’s *dark disc*, it is left, where it has been hit.
- 13.6 In single games the opponent’s disc must not be hit into the *dark area* with a penalized stroke. If it happens, this disc is restored to its previous state without touching the other discs and the participant is penalized. The position of the opponent’s discs are not restored, if after the stroke (also a penalized stroke) they move into the opponent’s dark area, or from the centre to the back zone.
- 13.7 Hitting the opponent’s discs into the dark area is permitted only:
- 13.7.1 with a stroke, within which the puck has previously touched the opposite edge, when no more *light discs* are left;
  - 13.7.2 with a puck that has previously touched its *light disc*;
  - 13.7.3 with ones own game disc;

- 13.7.4 with the help of multiple game discs within a correctly implemented stroke.
- Note:** In such case the stroke is considered correctly implemented, even if the participant receives a penalty at the end of the stroke, for example, the puck falls into the pocket or jumps over the edge.
- 13.8 If the participant strikes 1 or more of the opponent's game discs with a penalized stroke over the edge or hits them into *the dark area*, or hits 1 of his/her game discs out of *the dark area*, the position of such game discs is restored and the participant is penalized. The position of the rest of the game discs is not restored.

## 14 EXCLUSION FROM THE COMPETITION

- 14.1 In cases of particularly gross violations, the participant is excluded from the competition without warning (use of alcohol or smoking at the competition venue, gross rudeness or disobedience with the requirements of the Referee, and similarly).
- 14.2 The participant is excluded from the competition, also if he/she is awarded two losses in the game for *unsportsmanlike conduct* (refusing to greet before the game and to say goodbye after the game, throwing discs or puck, using rude words, expressing offensive comments that violate human dignity and similarly).
- 14.3 The participant is excluded from the competition, also if the participant is awarded two losses in the game, for not appearing at the competition table within two minutes.

## 15 LOSS IN THE GAME

- 15.1 The participant is awarded a loss in the game, if he/she does not arrive at the table without a specific permission of the Referee within two minutes of the Referee's invitation to the current game.
- 15.2 The participant is awarded a loss in the game also for **unsportsmanlike conduct**, which is recorded in the game protocol.
- 15.3 After the third warning of violating the rules, which is recorded in the game protocol, the offender is awarded a loss in the sets not yet played.

## 16 LOSS OF A SET

- 16.1 The participant is awarded a loss of the set:
- 16.1.1 if he/she strikes two or more of his/her game discs with a penalized stroke from the middle circle or the edge zone of his/her side (this does not apply, if the penalty is earned after a correctly made stroke, when the puck falls into the pocket in the final phase of the stroke);
  - 16.1.2 if he/she shakes the table so hard during the game that the game discs move;
  - 16.1.3 if he/she intentionally violates the rules of the game, does not obey the Referee's order, strikes after the command "stop";
  - 16.1.4 if after the stroke the puck first touches any game disc in the participant's edge zone, the participant's *dark disc* in the middle circle, after which 2 or more other game discs move;
  - 16.1.5 if the participant moves two or more game discs, touching them by hand, cue or puck;
  - 16.1.6 if the participant takes a game disc from the game table in the hand or moves the last disc remaining on the table, or puts his/her hand into the pocket;
  - 16.1.7 if one of the participants makes **the first stroke**, when the opponent had such right, irrespective of whether it is stated immediately or later (after the second, third and other strokes). This clause applies to both single and double games.
  - 16.1.8 if the participant leaves the game table for more than three minutes between sets without the permission of the opponent or of the Senior Referee;
  - 16.1.9 if the game disc is touched by a hand or a cue, while it is moving;
  - 16.1.10 if, in a double game, during the game (after the first stroke), one of the participants makes a stroke, when the opponent had the right to strike, irrespective of whether it is stated immediately or later (after the second, third and other strokes).



## 17 PENALTY DISC

- 17.1 The Participant loses the right to strike and a penalty disc is placed for him/her in the following cases:
- 17.1.1 after a penalized stroke;
  - 17.1.2 if after a direct stroke the puck first touches the opponent's game disc or his/her and the opponent's game disc at the same time;
  - 17.1.3 if after a backstroke the puck first touches the opponent's game disc, while there are *light discs* on the table;
  - 17.1.4 if the puck falls into the pocket;
  - 17.1.5 if the puck jumps over the table edge;
  - 17.1.6 if the participant has only *dark discs* on the table, but when making the stroke, the puck does not touch the opposite edge, or if the puck touches only the side edge and does not touch the participant's own game disc in the middle circle;
  - 17.1.7 if the participant waives his/her right to strike;
  - 17.1.8 if the participant moves one of the game discs with a direct stroke in his/her edge zone, or one of his/her game discs in the middle circle, or moves one of his/her or the opponent's game discs with a stroke against the rules, the position of the moved game disc is restored;
  - 17.1.9 if the cue touches the puck twice when striking;
  - 17.1.10 if the participant touches one of the game discs with the cue, hand or puck (while passing it, picking it up or placing it on the table);
  - 17.1.11 if the puck is touched or picked up from the table, before the game disc or puck stops;
  - 17.1.12 if any of the participants moves the game disc or commits another penalized actions, during the opponent's right to strike, the position of the moved game disc is restored immediately **and after the opponent ends his/her series of strokes**, a *penalty disc* is placed for the participant and the acquired right to strike next is annulled;
  - 17.1.13 if by a penalized stroke one or more game discs of the opponent are hit over the edge. The position of the hit game discs is restored;
  - 17.1.14 if the puck breaks during the stroke and the largest part of it falls into the pocket, lands on the edge or touches any object outside the table surface;
  - 17.1.15 if after the warning of time delay within 5 seconds and thereafter within 30 seconds no stroke is made in time. The time is counted from the moment

the puck is on the table centre area or on the participant's side before the current stroke and there is nothing to prevent the participant from preparing for the stroke.

- 17.1.16 if the stroke is made with the wide edge or the side of the cue;
- 17.1.17 if when aiming (the tip of the cue being positioned across the puck) and pulling the cue back to strike, the cue touches or pulls the puck;
- 17.1.18 if in the double game the participant hits the opponent's disc in his/her back area with a direct stroke. In such case the position of the disc is not restored.
- 17.2 For multiple violations committed during a single stroke, only one *penalty disc* is placed (for example, if the puck does not touch the participant's disc and falls into the pocket).
- 17.3 *The penalty disc* is placed directly on the middle line of the edge zone, close to the edge on the opponent's side. If this space is occupied, *the penalty disc* is placed as close to the middle line as possible without moving the other game discs. If the distance of the game discs from the middle line is the same on both sides, *the penalty disc* is placed on the side, where the number of game discs of the penalized participant is less, or on the side, where the total number of game discs is less. If also this number is the same – on the side, from which the stroke is made. If two or more *penalty discs* are to be placed at once, the first is placed on the middle line of the edge zone and the rest – as provided above.
- 17.4 If the participant has all eight game discs on the table, *the penalty discs* are not placed, but the debt is counted. If it is forgotten to place the debt disc further in the game, i.e., the game is continued without it, the debt is annulled.
- 17.5 The participant's *penalty disc* is placed only after he/she has lost the right to strike. If in any of the series of strokes the participant pockets all eight discs and does not lose the right to strike, *the debt disc* is placed for him/her and he/she continues the series of strokes.
- 17.6 If there are several *debt discs*, they are placed all at once. If all *debt discs* cannot be placed, as much as possible are placed, but the unplaced remain as debt. The game discs that have jumped over the edge and are placed in the centre of the middle circle are not *penalty discs*. In such case the penalty disc is placed in addition only, if also such violation has been committed, for which *the penalty disc* is earned.

## 18 LOSING THE RIGHT TO STRIKE

- 18.1 The participant loses the right to strike:
- 18.1.1 if within the current stroke the participant does not pocket any of his/her game discs;
  - 18.1.2 if the participant pockets the opponent's game disc together with his/her own disc;
  - 18.1.3 if as a result of the stroke a game disc of the participant or the opponent jumps over the edge, lands on the edge or touches any object outside the table surface;
  - 18.1.4 if a violation is committed, for which a *penalty disc* is placed;
  - 18.1.5 if when making a stroke without any *dark discs* of the participant on the table, the puck slides over the participant's own edge zone line within a backward movement, i.e., the line is no longer visible through the puck hole;
  - 18.1.6 if after receiving a warning of deliberate time delay, no stroke is made within five seconds and thereafter within 30 seconds;
  - 18.1.7 if the participant puts down the puck to stroke, while the Referee or the participant performing the functions of the Referee has not finished his/her activities (placing of the penalty disc, recording the result and so on).

## 19 WARNING

- 19.1 warning is given to the participant and recorded in the game protocol:
- 19.1.1 if the participant inspects the features of the game table for more than 2 minutes before the game;
  - 19.1.2 if before making the stroke, the puck is slid on the surface of the game table and it hits against the edges of the game table;
  - 19.1.3 when **aiming** with the narrow tip of the cue, it crosses the dark area line according to the opposite side of the game table;
  - 19.1.4 if the puck, that is left behind the centre area or fallen into the pocket of the opponent's side, is not passed or pushed back;
  - 19.1.5 if, when passing the puck, it touches the side edge;
  - 19.1.6 if puck, discs or other objects are placed on the game table;
  - 19.1.7 if during the game the participant touches the table surface with his/her hands or fingers;
  - 19.1.8 if the participant cleans the powder during the set;

- 19.1.9 if the participant measures distances using auxiliary items (including powder) to perform the stroke;
  - 19.1.10 if dispute is made with the Referee during the game;
  - 19.1.11 if during the game the participant leaves the borders of his/her zone during the game without the permission of the opponent, except when a game disc or puck jumps over the edge and it must be picked up from the floor or to check the correctness of the record made in the game protocol;
  - 19.1.12 if during the game the participant talks to persons, who do not belong to the game, makes comments to the opponent, gestures, comments on the course of the game or otherwise interferes with the participant's focusing on the stroke;
  - 19.1.13 if in the set of a double game the pair of the participants talk, when the opponents have the right to strike;
  - 19.1.14 if in a double game the partners talk or the non-striker continues to give instructions to the partner, when the puck is placed on the game table to make the stroke;
  - 19.1.15 if the participant speaks on the mobile phone during the game (set).
- 19.2 If the participant deliberately delays time (for example, in a simple situation considers various strokes for a very long time, repositioning the puck repeatedly, aiming for a long time, etc.), the participant is warned to strike immediately within five seconds. Otherwise, the participant loses the right to strike and a penalty disc is placed for him/her. Any subsequent failure to comply with the 30 second time limit results in the participant being penalized until the end of the game. The time is counted from the moment, when the participant has taken the puck in his/her hand or it is on the table on the participant's side and there is nothing to prevent him/her from preparing for the stroke. In a double game the time limit applies to both partners.
- After the third warning the participant is awarded a loss in the unplayed sets.

## 20 SINGLE GAMES

- 20.1 Two participants compete in a single game facing each other on each side of the table.
- 20.2 The number of game sets is determined by the Regulations of the Competition. After each set, when any of the participants wins the set, the sides of the table are switched.

- 20.3 The winner of the set is the participant, who is the first to pocket all his/her game discs (in accordance with the requirements of Clauses 20.4 and 20.5).
- 20.4 If the participant, who has the right to strike first, pockets all eight game discs with the first series of strokes, his/her series of strokes is terminated and the opponent is awarded the right to strike. If also the opponent pockets all the game discs within the first series of strokes, the set is played repeatedly by switching the sides of the table and the right of the first stroke. The game is continued this way, until one of the participants wins the set. Within the next set, the right of the first stroke remains the same as provided in the protocol. If both participants pocket all eight game discs with the first series of strokes, but one of them commits a violation during the last stroke, he/she loses the right to strike and has lost the set
- Note: Termination of the series of strokes is not a loss of the right to strike. The participant is not stroking, because he/she no longer has any game discs on the table.** If the participant commits a violation after terminating the series of strokes (for example, moves a game disc, while passing the puck), he/she is penalized and loses his/her right to strike (Clause 17.1.12). The participant has the right to make the next stroke after the opponent first loses the stroke.
- 20.5 If the participant pockets also the opponent's game disc along with his/her last game disc, the set is played repeatedly. The right of the first stroke does not change, nor does the side of the table. If the participant earns a *penalty disc* in such case, he/she is awarded a loss in the set.
- 20.6 If both participants have their remaining game discs only in the middle circle or the back zone of their own side, and each of them misses the game discs for three times, the set is terminated and restarted. The right of the first stroke does not change.

## 21 DOUBLE GAMES

- 21.1 In double games two pairs compete. The partners are facing each other. At the beginning of the set, each participant places his/her partner's game discs. The right of the first stroke always remains on one side of the table, but the participants change clockwise after each set, unless both pairs complete their set with the first series of strokes. In such case the set is played repeatedly. The participants remain in the same positions, but the first stroke passes to the participant, who was the last one to make the stroke. The participants also make the strikes in a clockwise direction.

- 21.2 It is up to the participants themselves to determine the participant, who will have the right to strike first. When the sides of the table are selected, the participants have taken their places at the table and the pair, who has the right to strike first have announced, who will be the first to strike, the opponents have the right to switch sides. In the decisive odd set (if the game is played till victory), the participants, who do not have the right to strike first are allowed to switch places again.
- 21.3 In double games each participant strives to pocket not only his/her own, but also his/her partner's game discs.
- 21.4 All single game rules are applied to the double game, except when the participant hits the opponent's game disc with a direct stroke in their back zone. In double game, only a *penalty disc* is placed for such a violation.
- 21.5 In the double game a penalized strike must not be used to hit the opponent's game disc into the middle circle.
- 21.6 In a double game for a violation the partner is penalized, who has the right to strike or will have the right to strike, if at the moment of the violation the right to strike belongs to the opponent.
- 21.7 *The penalty disc* can only be placed, if in the opposing side of the penalized participant, the game discs have been moved.
- 21.8 If the participant, who has the right to strike first (the first participant), pockets all 16 game discs (his/her own and the ones of the partner) within the first series of strokes, only one participant of the opponent pair (the second participant) is entitled to stroke. If he/she does not pocket all 16 game discs (his/her own and the ones of the partner) within the first series of strokes, they have lost the set. If the first participant does not pocket all 16 game discs (his/her own and the ones of the partner) within the first series of strokes, but the second participant pockets all 16 game discs (his/her own and the ones of the partner) within the first series of strokes, they have won the set. The third and fourth participant (the second participant of each pair) do not have the right to strike.
- 21.9 After a stroke made, if required, one of the game participants passes the puck.
- 21.10 As long as the participant having the right to strike does not place the puck on the table for making the stroke, his/her partner may give instructions (tasks) about the position of the game discs, the type of the stroke, the direction in which the game discs should be after the stroke, without specifying the position, from which the stroke should be made. The participant making the stroke must not speak. No

instructions may be given, after the puck is placed on the table for making the stroke. The time limit for providing instructions and making the stroke is 30 seconds.

The Regulations of the Competition may stipulate other arrangements for communication between the partners of double games.

## 22 TEAM GAMES

- 22.1 The order of the competition is determined by the Regulation of the Team Championship.
- 22.2 Teams of women, men and mixed teams compete separately in the Team Championship or in accordance with the Regulations of the Competition.
- 22.3 The composition of the team (the number of regulars and reserve participants) is governed by the Regulations of the Team Championship.
- 22.4 When completing the protocol in team competitions, first the first round of games must be recorded. The order of participants for the first round is submitted to the Referee by the team representatives. The Referee must ensure that the team composition is not disclosed to the opposing team. In the second round, the regulars can be substituted with reserve participants. Changes in team composition, if any, must be announced prior to the submission of the final result of each round to the Senior Referee. In the third round these participants can be replaced by the regulars or other reserve participants, and one replacement participant within a single match may replace one participant (one number), and the replaced participant then can play only in his/her former position (with the previous number).
- 22.5 All single game rules apply to the team game.

## 23 DETERMINING THE STROKE RIGHT

- 23.1 The first stroke rights are governed by the Regulations of the Competition. The participant, who does not have the right to the strike first and who is recorded as the second in the game protocol has the right to choose the side of the table and the game discs. This clause applies to both single and double games.

## **24 GAME RESULT**

- 24.1 If one of the participants wins more than half of the sets in the match, he/she is declared the winner and the game is terminated, unless the Regulations provide that all sets must be played. In games of even sets, also a draw is possible.
- 24.2 The procedure for determining the winner of the competition is governed by the Regulations.

## **COMPETITION EQUIPMENT**

### **25 TABLE, GAME DISCS, PUCK, CUE**

**See Annex No.1**



## ANNEX NO. 1

No.	Name	Equipment parameters	unit	quantity	Permissible tolerance, mm
<b>I. Nopvuss game table</b>					
1	Novuss game table	Table height from floor to the top of the table edge	mm	750	+30
2	Novuss game table	Game area dimensions in width and length	mm	1000	±1
3	Novuss game table	The permissible error in the game area diagonal	mm	1,5	not more
4	Novuss game table	The surface of the game area is a smooth plywood board, varnished in several layers, then sanded with fine sandpaper. To make the surface of the table more slippery, it is rubbed with a piece of paper or cardboard and powder before the game.	mm	12	not less
5	Novuss game table	The width of the edge. The edges are made of wood. It is preferable that the edges are glued, and the inside should definitely be made of solid deciduous wood. Fastened on the surface of the game area	mm	45	±1
6	Novuss game table	Game area edge height (measured from the surface of the game area)	mm	25	±1
7	Novuss game table	The area angle to the edges of the table.	degrees	90	±1

## Novuss game rules

No.	Name	Equipment parameters	unit	quantity	Permissible tolerance, mm
8	Novuss game table	Holes in the game area. Holes are located in the corners of the game area (for pocketing the game discs), under which fabric pockets are attached. The edges of the holes must be smooth to provide uninterrupted gliding of the discs.	mm	100	±1
9	Novuss game table	The distance from the inner side of the game area edge till the holes of the game area	mm	15	±1
10	Novuss game table	The thickness of the lines. On the table game surface 1 mm wide black lines are marked	mm	1	±0,1
11	Novuss game table	Distance of the boundary line of the edge zone. The edge zones are defined by lines parallel to the edges and marked on the game table surface	mm	130	±1
12	Novuss game table	Middle circle. Marked in the centre of the table and is 250 mm in diameter. Lines perpendicular to the edges divide it into four sectors. The lines are marked on the table game surface parallel to the edges of the game area	mm	250	±0,5
13	Novuss game table	The distance from the centre of the circle to the edges of the game area.	mm	500	±1
14	Novuss game table	Table leg adjustment range. The table legs, which support the novuss table surface must be stable and secured to the table surface to prevent movement of the table surface separately from the table legs	mm	30	Not less

## Novuss game rules

No.	Name	Equipment parameters	unit	quantity	Permissible tolerance, mm
15	Novuss game table	Deviation of the game area surface plane from the horizon	mm	0,5	not more
<b>II. Puck</b>					
16	Puck	The outer diameter of the puck. The puck must be made of one-piece wood. It must not be glued, painted, varnished or impregnated with any substance. It may have the initials of the owner on top of it.	mm	44,5	±0,5
17	Puck	The thickness of the puck	mm	14,5	±0,5
18	Puck	The diameter of the puck hole	mm	10	+0.5
19	Puck	Puck weight	g	22	not more
<b>III. Game disc</b>					
20	Game disc	Diameter of the game disc. Game disc is made of wood (best from birch). The edges of the disc are slightly rounded, but the top and bottom are slightly concave to reduce the sliding surface. The discs are painted in red and black color	mm	30	-
21	Game disc	Thickness of the game disc	mm	12	-
22	Game disc	The diameter of the game disc middle hole	mm	8	-
23	Game disc	Weight of the game disc	g	4,7/5,4	±0,6

<b>IV. The game stick – Queue</b>					
24	Game stick	The narrow tip of the game stick must be of round wood of a certain length.	mm	250	Not less
25	Game stick	The diameter of the game stick narrow tip	mm	8	±2
26	Game stick	Total length of the game stick	mm	Up to 1500	-
27	Game stick	The width and weight of the game stick, as well as the material, which it is made of, is unlimited. The narrow tip of the game stick must not be split off or notched, and it cannot have other materials glued to it.			
<b>V. Brush</b>					
28	Brush	There must be a brush at each game table, which is used to clear away the excess powder. The brush must be of good quality (so that the bristles do not fall out)			