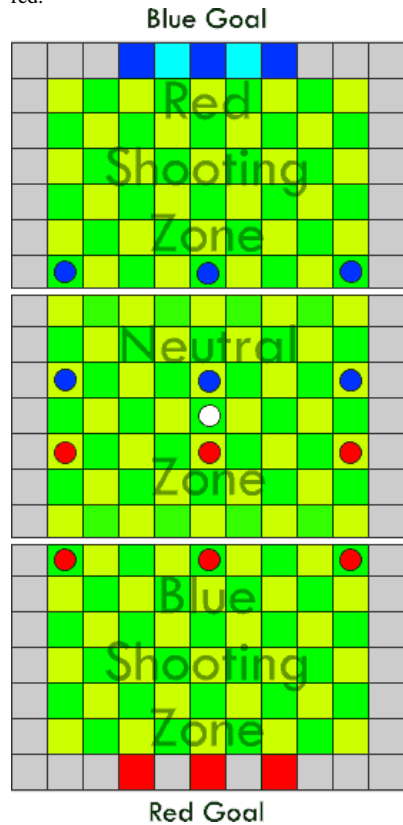
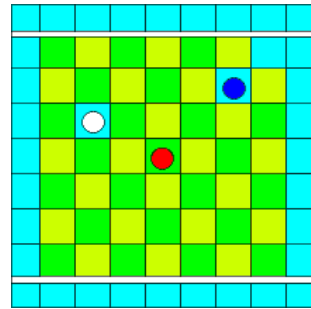


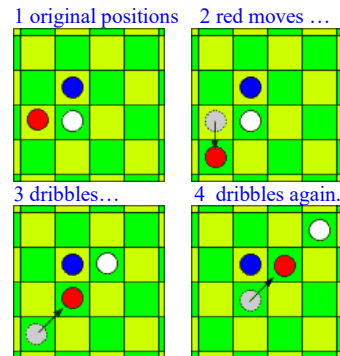
**The Board and Set** At the start of the game the pieces are set out as shown in the picture below. The perimeter squares are shaded grey. The goal squares are blue and red.



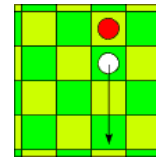
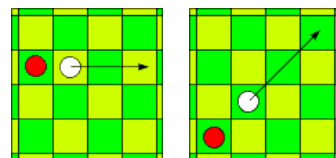
**Movement of Pieces** 1) When a piece is moved it can be moved one square in any direction, and then if wished another square in any direction, and then if wished another square in any direction. A total of three moves. 2) Pieces can't move on to, or jump over a square that is already occupied by another piece. 3) Pieces can't jump over the ball. E.g. In the diagram below the red piece can't move on to any of the blue squares: but it can move on to any of the green squares.



**Dribbling** 1) When a piece is moved on to a square that is occupied by the ball, the ball is pushed off its square and on to the adjacent square, in the direction in which it was pushed. 2) The ball is not allowed to be dribbled on to a square that is already occupied.



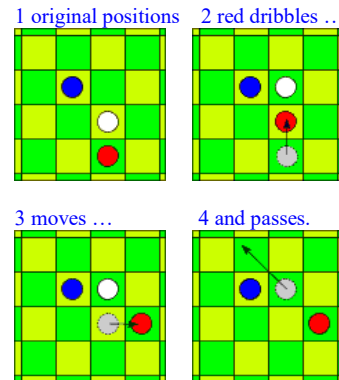
**Passing** 1) If a piece is adjacent to the ball and has a step left (see the 3 step rule) it can pass the ball. The piece stays where it is and the ball is moved in a straight line away from the piece. E.g. In the diagrams below the ball can only be passed in the directions shown by the arrows.



2) The line of pass must be free of both the passing player's pieces and the opponent's pieces. (Compare with the movement of a Queen in Chess) 3) A pass can be any distance provided it complies with zone restrictions. (See later)

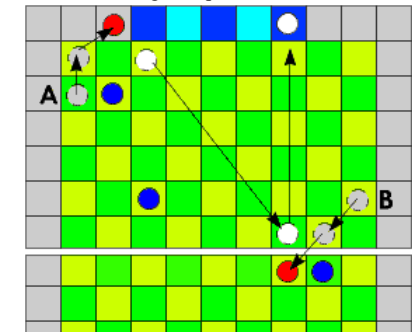
**The Three Step Rule** When a piece is used it can have three steps. A step can be moving, dribbling or passing. Here are some examples: Move three squares. Move one square, dribble one square, and move another square. Pass then move two squares. Move two squares then pass. Dribble one square then pass. And so on.

A Final Example - and a very useful technique of play.



**Two Moves Per Turn** 1) Each turn a player can use two pieces. 2) A player can't use one piece and let it have six steps. 3) A player can't take one or two steps with piece A, then move piece B, and then take the remaining step(s) with piece A.

**Scoring Goals** The ball must be shot (passed) from inside the shooting zone on to one of the five goal squares.



E.g. Red is attacking the blue goal. Piece A moves two squares and passes the ball to the edge of the red shooting zone. Piece B moves two squares and shoots. GOAL!

**The Perimeter Squares** The ball is not allowed on the perimeter squares: The pieces are.

**The Goal Squares** The red team is allowed only one red piece on its goal squares at any one time. The blue team is allowed only one blue piece on its goal squares at any one time.

**Zone Restrictions** 1) A piece can't dribble or pass the ball from the neutral zone back into his opponent's shooting zone. 2) The ball cannot be passed from one shooting zone straight into the other shooting zone. 3) While the ball is in your opponent's shooting zone you are allowed a maximum of two passes only. If after your second pass the ball is still in the shooting zone then you must attempt to dribble the ball into the neutral zone.