

Official Handbook

"NEWFOOTY" TABLE SOCCER

(PATENT No. 733, 424 & REG. DESIGN No. 374081)

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"NEWFOOTY"
TABLE SOCCER
is recommended to you by
International Footballers
STANLEY MATTHEWS
says:—
"NEWFOOTY' is terrific, full
of actual football incidents."
NAT LOFTHOUSE
says:—
"NEWFOOTY' is the
most realistic of all
table football
games."



REPRODUCING ALL THE
THRILLS OF LEAGUE AND
INTERNATIONAL SOCCER

*True Inventors of Table Soccer
played with Self Balancing Men.*

W. L. KEELING & SONS
(The 'Newfooty' Co)

PRIMROSE STREET, LIVERPOOL, 4

NEW FOOTY

TABLE SOCCER

GENERAL OBSERVATIONS

TABLE SOCCER as played with self-righting men was invented by the author of this booklet in 1929. "Newfooty" was immediately introduced and it quickly became popular with football enthusiasts. Improvements to the components and the rules have taken place since the early days, and although the game has been imitated, it still remains the nearest approach to Association Football in a table game.

Scientific play is encouraged by the rules, that is why the ball must be played into a prescribed area before a goal can be scored. The goal scoring area represents, in proportion, about the distance from which a goal can be scored in a football match, freak goals excepted. The rule is designed to prevent anyone from spoiling play by long kicking in the hope that they will score, and therefore a goal is not even allowed if the ball strikes another player inside the goalscoring area, when played from outside of it.

The comprehensive rules are based on those of Association Football and formulated with the object of reproducing as closely as possible the events of the football field. Notice how the goalkeeper is confined to the penalty area when playing the ball as an ordinary man inside it, or the one kick allowed when running out to clear a ball outside the penalty area. Also how, when a throw-in is taken, the man moves on its base, giving the effect of a player raising his heels with the ball coming from behind his head. You will find practically all football incidents represented in "NEWFOOTY" Table Soccer, making it most realistic.

TACTICAL TALK

All successful Football Clubs have a plan of campaign, matches are played methodically, dangerous opponents like Stanley Matthews or Nat Lofthouse are given special attention, and attack and defence organised. So it is with "Newfooty" TABLE SOCCER: you must plan your moves. Kick and rush tactics are not profitable against skilful opposition. Have a plan, keep your forwards in your opponent's half as much

as possible, with your half-backs supporting them, yet also in a position to assist the full-backs if necessary.

When placing of men is permitted before free kicks, etc., always take full advantage by accurately playing the men into attacking or defensive position as play demands. Before taking a goal kick, adjust your men carefully but quickly, as time allowed depends upon you and the longer you take the better for your opponent to arrange his defence. Always arrange your defence first if your opponent is taking the goal kick, and keep your men unevenly distributed on the field so that it is difficult for him to find a clear run for the ball.

Let each move be constructive, even if at times it means making a move without attempting to play the ball. For example, don't play a man at the ball when it is in an impossible position with your opponent well placed; rather, flick a man into an improved position. If you are in possession of the ball on your own, but the man is inconveniently placed, it is sometimes advisable to play the man into a position which will enable you to shoot straight at goal or make a constructive move next turn, but be certain that the chances of your opponent obtaining possession of the ball in the meantime are very remote.

Remember to practice; especially rehearse playing the ball while it is rolling, for this may enable you to make a snap shot and score, intercept a long pass by your opponent, keep the ball in play and execute other interesting and match-winning moves.

Finally, pay particular attention to the MANIPULATION of the men. The first step to becoming a skilful player is to master the technique involved in flicking them, as unless the finger action is correctly executed accurate control of the players is impossible, and no matter how well thought out your tactical strategy may be, you will not be able to carry out the moves to a successful conclusion.

PREPARATION FOR THE KICK-OFF

PLAYING AREA. For preference use a level table 5ft. x 3ft. covered with green baize or a fairly smooth cloth, not too thick. Mark it out to represent a football pitch, if possible as dimensions below and plan of field as in this handbook.

GOAL LINES 2½in. from each end of the table. **TOUCH LINES** 2in from each side, forming a rectangle 4ft. 7in. x 2ft. 8in. or thereabouts.

GOAL AREA 3in. each side of the posts and 3 in. forwards.

PENALTY AREA 8in. each side of the posts and 8in. forwards.

CENTRE LINE half way between the two goal lines.

CENTRE CIRCLE and **PENALTY ARC** 5in. radius. (A 10in. gramophone record is very useful to draw around for the centre circle and the penalty area arc. If table is smaller than 5ft. x 3ft. reduce measurements proportionately.)

GOAL SCORING AREA. This is the part of the field in both halves **nearer to goal than to centre line**. Marks can be made just outside of touch lines, in correct positions, to denote goal scoring area.

KICK-OFF POSITIONS. Place goals and men in correct positions as shown in plan of the field, with ball on centre spot and goalkeeper standing on the goal line with the operating wire which fits into the hole on the base extending backwards underneath the goal.

Toss a coin: winner selects direction he will play or takes kick-off. A convenient period of play is 20 minutes each way, changing ends at half-time.

MOVEMENT OF THE PLAYERS

MANIPULATION. Place the first or second finger, whichever you prefer to use, usually on the right hand, immediately behind the man (as illustration No. 1), the finger tip resting lightly on then table. Press the finger tip into the cloth, then move the finger sharply forward **from the middle joint only**. **DO NOT GRIP YOUR FINGER WITH YOUR THUMB** and **KEEP YOUR HAND STILL**. The men are **FLICKED – NOT PUSHED!**

DISTANCE man travels and force with which ball is “kicked” depends upon how vigorously the finger is moved. The more you press your finger tip into the cloth the more vigour is required to release it, consequently the impact of the finger on the man is increased.

DIRECTION ball takes when “kicked” depends on the point at which the man makes contact with it. If it is struck dead centre it will go straight forward, but if hit at the side it will go off at an angle.

ELEMENTARY RULES

(To be used in conjunction with the Rules of Association Football.)

KICK-OFF. Side kicking off play their centre forward against the ball by the method described in the special instructions, so that the ball is played into **OPPONENT’S HALF OF THE FIELD**. If the ball remains in play and has not touched an opponent, side in play flicks another player at the ball. If they miss, then opponent takes next turn, therefore: **EACH TIME SIDE IN PLAY TOUCHES BALL AND RETAINS POSSESSION THEY ARE ALLOWED ANOTHER TURN. THEY LOSE POSSESSION WHENEVER:-**

Illustration 1.

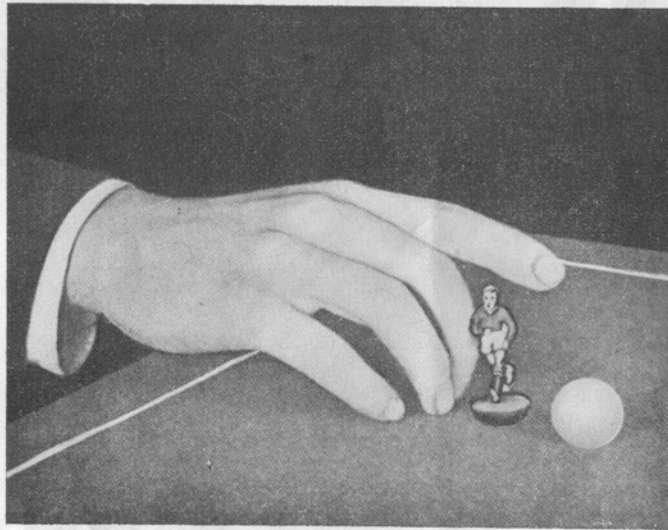
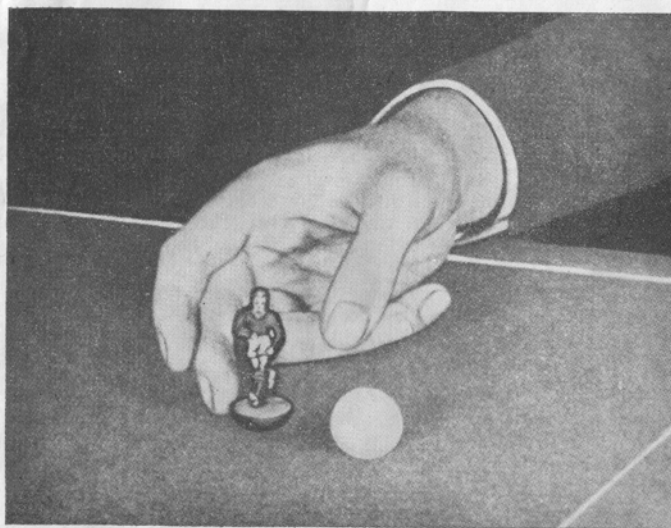


Illustration 2.



Showing position of hand when flicking men according to instructions on Pages 4 and 10 respectively.

- (a) They miss the ball.
- (b) Play it onto opponent and ball remains in play.
- (c) Their man is last one to touch the ball or be touched by it before it passes out of play.
- (d) They commit any offence which awards a free kick to their opponent.

(e) Opponent's goalkeeper intercepts the ball as permitted by the rules appertaining to this player, and the ball remains in play without being played back on to a man of the side previously in possession.

(f) They score a goal.

GOAL SCORING. A goal cannot be scored until ball is in the opponent's GOAL SCORING AREA and player is in OPPONENT'S HALF OF THE FIELD.

GOAL SCORING DIRECT FROM A KICK-OFF. A goal cannot be scored until at least THREE men have played the ball.

CONSECUTIVE KICKS BY ANY PLAYER (goalkeeper excepted). No player may play the ball more than THREE times in succession, after which a different man must be used, but if the ball has been played into opponent's goal scoring area and the goalkeeper is the only defender in the area a FOURTH "kick" is permitted.

CONTROL OF GOALKEEPER. The goalkeeper can play the ball any time it comes within reach whilst operated by control wire from correct position, irrespective of which side is in play. When using goalkeeper hold goal in position if it is not secured to the cloth. Attacking side must always wait until defender is in position with goalkeeper before shooting at goal from a DEAD BALL.

GOAL KICKS. Place ball in position according to Association Football rules and a full back 3in. away on the goal line outside of posts. Flick man at the ball from position indicated so that ball is **kicked out of penalty area**, otherwise goal kick must be retaken.

FREE-KICKS. Place ball where infringement occurred and man 3in. from it, then take kick as usual.

CORNER KICKS. Place the ball in correct position with the man 1in. from it, then player the man against the ball.

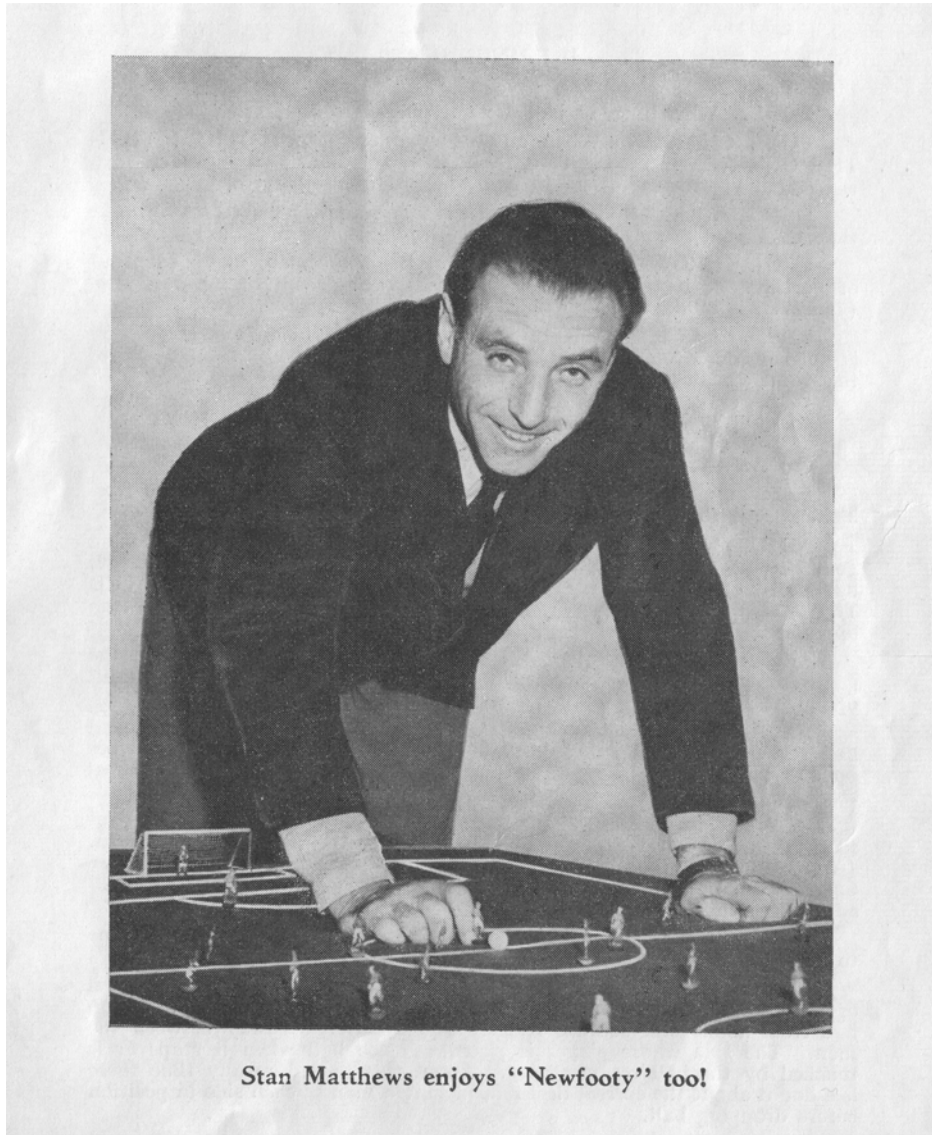
(When any of the above kicks are taken, opponents must stand at least 6in. from ball.)

PENALTY KICKS. Place ball on penalty kick spot with man to take the kick standing 3in. away in the penalty arc behind the ball, goalkeeper on the goal line and all other players within field of play but outside the penalty area. The kick is taken in the ordinary way but goalkeeper must not be moved until the ball has been kicked. If rules are not complied with, penalty kick is retaken.

THROW IN. Place man just over touch line where ball passed out. Hold ball between finger and thumb close behind man's head, then squeeze ball slightly

projecting it on to the field of play, touching the head of the man en route, causing the man to rock on its base without moving out of position. Ball must not travel a distance equal to more than half the width of the field.

CHARGING occurs when a man is played against an opponent, moving it out of position, not just making it rock.



INFRINGEMENTS

FOUL. When men or ball are not played as instructed.

FOUL CHARGE. When any of opponent's men OTHER THAN THE ONE NEAREST TO THE BALL is charged, or this particular man is charged vigorously, or is charged and ball is not played.

DANGEROUS PLAY. If more than one man is flicked at any one time. (A goal cannot be scored direct from ensuing free kick.)

FOUL THROW-IN. If ball does not touch the man, moves man out of position, or is thrown further than distance permitted by the rules. (Throw-in is retaken by opponent.

OFFSIDE as in Association Football. A man in an offside position is not considered offside unless interfering with play. For the purpose of this game a man is considered to have done this when:-

- (a) The player is nearest man to the ball and it was last played by own side, or ball is played onto the man by them.
- (b) An attempt is made to play the man towards the ball.

Place any man in an offside position onside before taking the free kick. See last page for further information regarding offside law.

ADJUSTMENT OF PLAYERS. Whenever ball is out of play for a goal kick, players out of position may be adjusted by hand, not flicked, but **MEN IN OPPONENT'S HALF OF FIELD MUST NOT BE MOVED TOWARDS OPPONENT'S GOAL**, and no man placed within 1in. of opponent. **Time allowed depends on side taking goal kick.**

Any man in an offside position may be placed onside, outside the goalscoring area, before commencing any turn, but cannot be used until opponent has been play.

MEN RETURNING TO FIELD after crossing touch line or own goal line resume from point where they crossed the line, but if they cross opponent's goal line they resume from an onside position outside goal scoring area and cannot be used again until opponent has been in play.

IF A MAN FALLS OVER after playing the ball and is nearest man to it, then side whose upright man is closest to the ball takes next turn. (A player may occasionally be held down by nap on the cloth or fall because figure is not upright in the base. Examine any fallen man and carefully adjust if necessary.)

REFEREE. If possible appoint a person who understands the game as referee, and their decision is final.

NOTES TO REFEREE. Should the ball stop and be touching men of both sides at the same time, separate the men 2in. apart, then drop ball from about 6in. so that it falls approximately midway between the men. The side whose player is nearest to the ball when it stops or is touched by the ball resumes play. Adopt this procedure any time there is a doubt about the correct decision, placing a man from each side in position before dropping ball.

Should the ball be kicked from outside goal scoring area and enter net, it is a goal kick, even if it touches a stationary man in the area en route. If it touches a defender and crosses goal line, including goal, a corner kick would be granted. If, however, goalkeeper tries to play the moving ball, or a defender tries to intercept it,

and they touch it, inside the goalscoring area, and it enters net, then a GOAL is allowed.

If a man is flicked at a moving ball before goalkeeper saves a shot and the ball is played back onto the moving then rebounds into the net, it is a GOAL.

PROGRESSIVE “NEWFOOTY” TABLE SOCCER

The following additional Rules are for use when the player is fully conversant with the Elementary Rules and has achieved a high standard of play.

GOALKEEPER CLEARANCES. Whenever ball stops in PENALTY AREA the goalkeeper is allowed to play the ball irrespective of which side is in play if goalkeeper is nearest man to the ball when extended on wire. If it cannot be reached normally, then the man can be taken off the holder and flicked at the ball from any point the wire will reach. If, however, the goalkeeper misses the ball, the opponent is allowed ONE turn while goal is unoccupied, after which goalkeeper is returned to the wire, and if ball is still in play in the penalty area goalkeeper cannot be again removed from the wire until ball is cleared from the area.

CONSECUTIVE GOALKEEPER FLICKS. When played as an ordinary man the goalkeeper can only play the ball THREE times in succession and **must not move outside the penalty area to play the ball.**

***GOALKEEPER PLAYS OUTSIDE PENALTY AREA.** If ball has been played back to goalkeeper by OWN SIDE and steps outside penalty area goalkeeper can be flicked at the ball from goal area but can only play it ONCE; other procedure is as in penalty area clearances.

OBSTRUCTION. This occurs if side in play flicks a man which misses the ball and stops in a position which prevents an opponent's man NEAR THE BALL from being played directly at it. Goals cannot be scored direct from the free-kick.

***INTERCEPTION.** When a LONG PASS is made the opponent of side in play can attempt to obtain possession if there is time for him to play a man at the MOVING BALL. He must not, however, put his hand near the table until the ball has been kicked.

FREE-KICKS. These are taken as usual, but goals can only be SCORED DIRECT for infringements of rules marked * if free-kicks are taken in goal scoring area.

DEPUTY GOALKEEPERS. These have been used for many years and are extra goalkeepers which are brought into play to avoid taking the goalkeeper off the wire under the following Rule:

The DEPUTY can only be used after the ordinary goalkeeper has been removed to the back of the goal, and after use must be immediately removed from the field.

Should the regular goalkeeper be brought into play while the deputy is still on the field and the ball touches both men, it is a foul and a PENALTY KICK is taken by opponent. If, however, a goal has been scored, the offence is ignored.

If the ball touches the deputy only, then the regular goalkeeper must be withdrawn until ball has been cleared from the penalty area or opponent has taken a turn.

EXTRA MOVES are permitted prior to a corner kick. If desired, side in play may flick up to THREE men into positions of advantage; opponent may then do likewise. Before a free-kick or throw-in is taken, ONE man may be similarly moved by each side, but no man must be flicked more than once.

FLICKING MAN TOWARD YOU. It is sometimes an advantage to be able to play the man towards you. It avoids walking around the table on occasions, enables delicate moves to be executed and is useful for imparting spin to a man. Hold your hand as in Illustration No. 2, then move the finger quickly, as though closing the hand, and in doing so give the man a sharp, glancing blow on the side of the base. Practice will enable you to use this move to advantage, as a more sensitive touch is obtainable with the front of the finger.

EVASIVE ACTION OR SWERVE. There are times during play when it is an advantage to be able to make the man swerve, either to avoid an opponent or to run around the ball and play it from the opposite side.

Having mastered the straightforward manipulation of the players, the application of swerve should not be difficult.

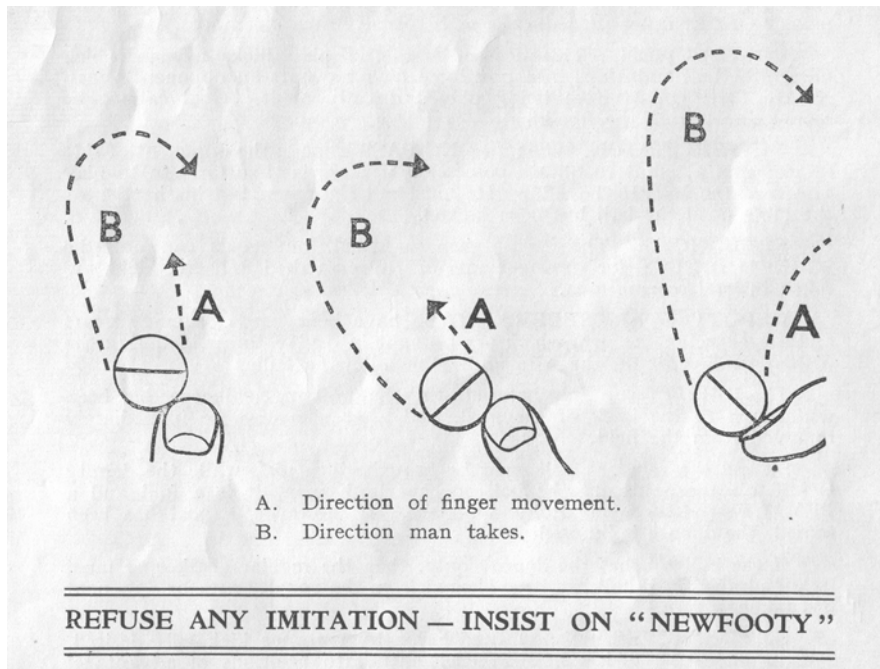
The diagram below demonstrates how this is effected and a little practice should soon make the experienced "Newfooty" player a skilful exponent of evasive action.

For short distances play the man by giving it a SHARP LIGHT flick on the side at points shown in Diagrams 1 and 2. To flick the man longer, rest the hand on the table (as in Illustration No. 2, but with man at back of finger) and move the finger sharply in direction marked in diagram 3, pivoting the hand on the side resting on the table, giving the man a SHARP flick at point indicated. The finger must always be close against the man. Direction can be varied by flicking the man at different points on either side.

1

2

3



POINTS TO REMEMBER FROM ASSOCIATION FOOTBALL RULES.

Whenever a player takes a free-kick or a throw-in he must not touch the ball again until another man has played it. This includes the place-kick at the kick off.

If when taking a free kick ball fails to roll completely over, kick must be retaken. This also applies if ball is not kicked out of penalty area when a goal kick is taken.

OFFSIDE. If “A” plays the ball and “B” (one of his own side) is at such time nearer to opponents’ goal line, then “B” is offside unless there are two opponents nearer to their own goal-line than ‘B’ is.

According to football laws, however, it is not an offence for a man to be in an offside position providing he does not interfere with play or opponents, or attempt to do so. This is the point the referee has to decide.

A man cannot be offside from a goal-kick, corner-kick, throw-in, or if ball was last touched by an opponent, or when the man is in his own half at time ball is played.

Unintentional handling of the ball should not be confused with intentional handling.

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