

ITSF Rules for *Classic*

Classic shall be played according to the ITSF Rules of Play with the following exceptions:

1. **Spinning** : No 360 degree shot are allowed on any rods.
2. **Time of Possession**: The time of Possession shall be 10 Seconds for ALL rods. The goalie rods are considered one rod.
3. **Passing**: Each tournament organizer will have a choice between 3 options and shall publish it before tournament start :
 - a. ITSF passing rules
 - b. One men pass allowed
 - c. One men pass allowed and play begin in goalie area.

Classic Rules Options :

Tournament Organizers may choose to utilize the standard ITSF Rules of play or they may select from the following three approved variations.

Classic Option 1: ITSF Rules of play with the following exceptions:

- a. Player figures are not allowed to rotate 360 degrees or more when advancing the ball.
- b. 10 second time of possession for all rods. Goalie rods are considered one rod.
- c. One-man passes are allowed from the middle rod to the forward rod.

Classic Option 2: ITSF Rules of play with the following exceptions:

- a. Player figures are not allowed to rotate 360 degrees or more when advancing the ball.
- b. 10 second time of possession for all rods. Goalie rods are considered one rod.
- c. Current ITSF passing rules are in effect.

Classic Option 3: ITSF Rules of play with the following exceptions:

- a. Player figures are not allowed to rotate 360 degrees or more when advancing the ball.
- b. 10 second time of possession for all rods. Goalie rods are considered one rod.
- c. One-man passes are allowed from the middle rod to the forward rod.
- d. The ball is served and put back into play at the goalie area unless otherwise specified by rule.

Classic Option 4: ITSF Rules of play with the following exceptions:

- a. Player figures are not allowed to rotate 360 degrees or more when advancing the ball.
- b. 10 second time of possession for all rods. Goalie rods are considered one rod.
- c. The ball is served and put back into play at the goalie area unless otherwise specified by rule.