



WORLD KLASK FEDERATION

OFFICIAL KLASK SPORT & COMPETITION RULES

VERSION 2
2018

INTRODUCTION

Together, The WKF with its current recognised National Associations, with operations in both Europe and North America have established and govern the competitive sport of Klask worldwide.

The WKF and its nations are the sole authority in the oversight and organisation of the Official Klask World Championship and Klask World Cup, including the Official structure and sanctioning of any/all Official World ranking/qualifying events, creation and distribution of world ranking player points, writing and interpreting the competitive/sport Rules of Klask and Rules of Amateur Status.

While collaborating to issue this single set of Rules, The WKF and its individually recognised National Associations all operate in separate working jurisdictions. Each self regulated by a nominated board or directors and lead by an Association President.

As of July 2018 Select Associations have been elected to aid, administer, and oversee the enforcement of WKF Rules, Regulations, and Authority over particular regions.

The WKF reserves the right to amend both the Official Klask competition Rules and interpretation at any time.

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1. Klask Sport & Competition Regulation Equipment

1.1 Regulation Equipment to be used in a match 1v1

- 1.1a. 1 Standard/WKF Regulation Black Klask Sport Board
- 1.1b. 2 Standard/WKF Regulation Black Klask Sport Strikers
- 1.1c. 2 Standard/WKF Regulation Black Steering Magnets
- 1.1d. 1 Standard/WKF Regulation Yellow Plastic Klask Sport Ball
- 1.1e. 3 Standard/WKF Regulation White KLASK Sport Obstacle Magnets (a.k.a. Biscuits)
- 1.1f. 2 Standard/WKF Regulation Scoring discs

No additional equipment should be added within competition matches.

2. Game Rules

2.1 Match set up

2.1.1. Place board evenly between both players, making sure both players are happy with arm length/distance from the board. During the match the field is not to move or change position.

2.1.2. Make sure that board is level by dropping the ball from 5cm (2in) above the playing surface to see if it moves too much in any direction that it would be advantageous or disadvantageous to either player.

2.1.3. A good rule of thumb is that the playing surface is fairly level if the ball remains within a 5cm (2in) diameter circle from where it was originally dropped

2.1.4. Place all three Obstacle Magnets (Biscuits), magnet (or pip) side up on/in the positioned markers on the middle of playing surface.

2.1.5. Each Player places their Striker (larger base, thinner shaft) on their half of the playing surface, with their Steering Magnet underneath the board. From this point on the Steering Magnet is not to come from underneath the playing surface for any reason unless to clean the Steering Magnet, examine it for malfunction, or unless brought upon by loss of control.

2.2 The "Flick-off"

2.2.1. Youngest player (Player 1) starts The Flick-Off by placing his/her scoring disc at their own #6 point slot and flicks it towards the opposing player's (Player 2) #6 point slot, attempting to get as close as they can to the opposing player's #6 point slot without the scoring disc completely leaving the scoring track, and coming to rest outside of the scoring track.

2.2.2. The Flick is good, and placement denoted only when a Player's disk that has been flicked travels beyond their own #5 scoring slot and comes to rest within the scoring track; the player whose scoring disk comes to rest closest (or in) the opposing player's #6 scoring slot wins the first serve.

2.2.3. Once flicked, if the flicking player's scoring disk does not pass their own #5 scoring slot or their disk lands outside of the scoring track it does not count and immediately is the other player's turn to make their attempt.

2.2.4. So long as the disc goes beyond the flicking player's own #5 slot and comes to rest within the scoring track the Flick-Off is good and denoted. Now it is the next player's turn to "Flick-Off"

2.2.5. In the event that Player 1's scoring disk does not pass their own #5 scoring slot or comes to rest outside of the scoring track, then as long as the other player's disk goes beyond their own #5 scoring slot and does not completely leave and come to rest outside of the scoring track, they will win the right to the first serve.

2.2.6. In the event of a tie, (either both players do not make it past their #5 scoring slot, both players' disks completely exit and come to rest outside the scoring track, or they both come to rest the same distance from the opposing player's #6 scoring slot) both players re-flick with the same order they originally began. This continues until a clear winner is chosen to conduct the first serve.

2.2.7. The winner of the Flick-Off will place the ball within either of their two corner starting points to begin the game with a serve. Once a handshake has been conducted and the servicing player has asked the returning player if they are ready play may begin.

2.3 Serving

2.3.1. Before the initial serve of the first game/match/set, both players are to shake hands before conducting competitive play. All play before a handshake is null and void and must be replayed in order to count towards the competition.

2.3.2. Upon each serve the servicing player will ask their opponent if they are ready. If the servicing player serves without asking their opponent if they are ready or before their opponent has communicated verbally that they are ready, the serve and anything that happened during the point does not count and the serving player will re-serve the ball.

2.3.3. Upon serve the ball must be struck from the corner service area. A player is allowed to direct their serve backwards as to direct and serve the ball off the back or side walls. Once contact with the ball is made it must pass onto the opponents side without any further contact or assistance from the servicing player in order to count as a legal serve. Failure to do so will result in the serve being turned over to the opponent.

2.3.4. The serving player cannot make contact with the ball again until the ball has first crossed onto the opposing players half of the playing surface. This is called a "Double Tap" or "Fault". Failure to do so results in loss of serve and the opponent gains control of the serve.

2.3.5. The ball is allowed to move slightly during the serve. If however the ball is to be moving quite drastically while positioned in the service areas this could indicate a leveling issue of the playing surface. A timeout may be called and a re-examination of the playing surface conducted. Once the playing surface is again level, play may resume with the originally servicing player conducting his serve after he has asked his/her opponent if they are ready.

2.3.6. Prior to and During the "serve" The ball can make contact with either/or/and the servicing player's striker, back wall, or side wall, multiple times in any combination and not result in a penalty or "Double Tap/ Fault" as mentioned in paragraph 2.3.4 so long as both the servicing player's striker and the ball remain within the confines of the designated corner service areas.

2.3.7. For an serve to be valid, the ball should be 100% visible to the opponent. The non-dominant hand placing the ball in the service area cannot hide the ball; it is highly recommended to observe the following steps:

1. Correctly Position and stabilise the ball
2. Position both hands under the playing field
3. Ask to the opponent if he/she is ready
4. Serve ball

2.3.8. Upon/during the Serve, if the ball is directed and served into the goal of the servicing player, action halts and the point is awarded to his/her opponent. The initial Serve that caused the "own goal" cannot be replayed, and the servicing player who lost the point will serve for the next point.

2.4 How to score a point

There are four ways to score a point in Competition Klask.

2.4.1. **Ball in goal** - Using your striker, hit the ball using the bottom, or base, of your striker and attempting to get the ball into your opponent's goal.

2.4.2. If the ball lands in the goal but bounces out the point is no good.

2.4.3. Once the ball is in the goal, any delayed or compounded motion/attempt to save a goal by hitting the ball causing it to come out of the goal is not allowed.

2.4.3a. However if the player hits the ball as it is entering their goal and is the result of a direct and immediate singular motion which causes the ball to then exit the goal, then play continues and no goal is awarded.



2.4.3b. Any ruling in question should be directed to the attention of a referee who witnessed or is officiating the current game/match. Their decision and ruling will stand as final without any dispute from either player.

2.4.3bb. If a player disputes a referee's call they will be docked 1 point as a first offence penalty, 2 points for any second offence, and forfeiture of the match/set for any 3rd offence. Klask is a Gentleman's Sport

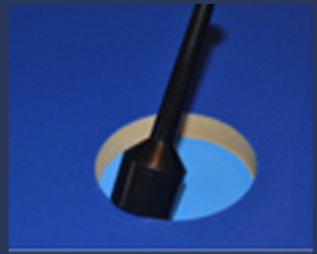
2.4.3c. If no referee is available and players can not agree as gentlemen on a proper ruling, then the point is to be replayed and serviced by the attacking player whose goal was in question, with the playing field remaining "as-is"

2.4.3cc. If both players can not agree on a ruling or refuse to replay the point both players will forfeit the match and their recorded scores will be 0-0. If during a tournament both players will be withdrawn. Klask is a Sport of integrity and encourages cooperative and mutual respect.

2.4.4a. If a player does manage to successfully hit the ball out of their goal with their striker, but was the result of a delayed or compound motion, a goal will be equated and awarded to the attacker.

2.4.4b. If a ball is ejected (saved) whilst in goal as mentioned in 2.4.4, this will be recorded as a goal for the attacker and not a Klask.

2.4.5. Klask - (Striker in own goal) If your opponent manoeuvres their striker into their own goal, you will get a point immediately, even if your opponent manages to retrieve their striker back out. Once you hear a KLASK it is a point!

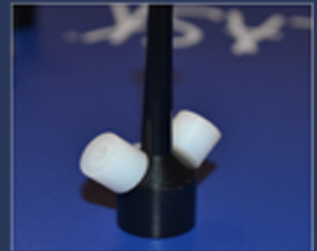


2.4.6. Obstacle magnets (a.k.a. Biscuits) If two or more obstacle magnets adhere to the opposing striker, you gain 1 point.

2.4.7. You can not intentionally remove the magnets in any way. If, however, the magnet detaches naturally during the game (for example, the ball slams against a magnet resting on a part of your striker or the magnet detaches due to a natural movement) then the game would continue normally without any interruption of the game.

2.4.8. In the event of a disagreement, a referee or a third party who witnessed the game in question will be asked to make an official ruling for the game, remember that this is a gentleman's game.

2.4.9. You can hit the magnets with the ball in order to gain offensive positioning or even attempt to tactically adhere them to your opponent's striker.



2.4.10. You can use your striker to advance the magnets directly towards your opponent, but this action is only allowed when the ball is in your opponents half of the playing field. When directing play towards the magnets, your striker must remain standing, you cannot move, advance, or make plays on the Obstacle magnets by placing the striker on one side or in any other way that requires you to detach your steering magnet from your striker. The bottom most base of your striker must remain in contact with the playing surface.

2.4.11. When the ball is on your side of the playing field, all play must be directed towards the ball. You can hit the obstacle magnets directly (only when the ball is not in your half of the playing surface) at the risk of leaving your goal unattended, but when the ball is in your half of the field all play must be directed towards the ball. The hierarchy is: first the ball, then everything else.

2.4.12. Manoeuvring the ball when it is on your side to hit the magnets and direct them to the opponent's side is allowed.

2.4.13. Playing away from the ball, ie letting the ball stand still while trying to push the magnets to the side of your opponent, is considered a foul called "Delay of game". 1 point will be awarded to the opponent and they will also earn the next service.

2.4.14. When the ball is on your side of the field and a move is made on a magnet before hitting the ball and turns into a double biscuits this point will be null, the magnet will be repositioned in one of the designated white spots in the middle of the field and the ball will be replayed by the player who did not commit the foul.

2.4.15. A player is not allowed to make direct plays at the biscuits during the service from their opponent.

Biscuits can be played with the ball once a player receives a serve from their opponent, or anytime after the return service player had returned the initial serve for the current point in play while the ball is on their opponents side as stated in rule (2.4.10)

2.4.16. **Loss of Control** - If your opponent loses control of their striker and cannot gain back possession, that is a point to you.

2.4.17. While keeping their steering magnet under the Playing Surface, the player can regain possession, but if their striker ends in your half and they cannot regain control while keeping their steering magnet beneath the playing surface on their own side, that is a point to you .



2.4.18. If a striker goes off the board, that is a point to the opposing player.

2.4.19. If you lose control of you striker and it affixes to one of the corner screws on your own side and you cannot regain control while keeping your steering magnet under the board your opponent scores a point

2.5 Scenarios

2.5.1. When a point is scored, the player must move the side scoring disc before play resumes.

2.5.2. You can only score one point at a time, if you score a ball in goal and 2 magnets attached to opponent at the same time, this is only one point.

2.5.3. Order of events – If for example you score a goal and also get 2 Biscuits attached to your Striker, the point is awarded to whichever event happened first. If a decision cannot be made by both opponents a 3rd party or referee who witnessed the game may be asked. Remember this is a gentleman's game!

2.5.4. A Game is first to 6.

2.5.5. 2.5.5. A game can be played at the "best of 3" (first that wins 2 sets), or at the "best of 5" (first that wins 3 sets) or at the "best of 7" (first that wins 4 sets).

2.5.6. If any of the obstacle magnets go off the table whilst in play, the game continues without them until the next point is scored, and the board is then reset before the next serve.

2.5.7. If during play the Ball goes off the table, It is to be returned to the table and placed in the service corner of the Player's choice whose half of the board the ball exited the playing surface from and the game will continue once the now serving player has asked if the return serve player is ready.

2.5.8. If the ball exits the field and hits a player or obstacle outside the playing field and re-enters the playing field, the game should be stopped and the ball must be put back into play as established by rule 2.5.7.

Anything that resulted from the ball re-entering the playing field i.e. the ball ends up in a goal, or causes obstacle magnets to attach to either striker should not be considered valid.

2.5.9. Between sets it is recommended to change sides of the playing field, but it is not obligatory that this happens. The change of field is the decision of the players. If one of the two players deems it appropriate to change the field at the end of a set, the field change must be awarded. The decision not to change the field must be established by both players.

2.5.10. Between a set change a pause can be made that does not exceed one minute of time.

2.6 Time Out

2.6.1. In the course of a match each player has the possibility to call only one technical time-out lasting two minutes.

The technical time out can only be called after the assignment of a point and not with the ball in motion to interrupt a game action

2.6.2. If a player would like to call a time out and is in the proper position to do so as mentioned in 2.6.1 they will call a time out by saying aloud "time" and moving his hands away from the playing surface.

2.6.3. A player may call an emergency time out at any time by yelling "time" and moving his hands away from the playing surface. Emergency time outs should not be used liberally and if a player feels their opponent is abusing their right to call emergency time outs they may ask a referee to conduct an examination of the player in question and assess a warning.

If after the warning a referee then feels the player in question is continuing to abuse this right, the referee will deduct 2 points from the player they feel is abusing the emergency time out privilege. If it happens a third time the referee will eject the player from the match and their recorded score will be 0

2.6.4 Example conditions that may be worthy of an emergency time out:

- A biscuit hits a player's eye
- a player has an immediate health problem
- during play the playing field is physically or drastically moved from where it originally started at the beginning of the point. the position of the point starting one

The emergency time out ends once the condition that determined the call has been resolved. The game resumes from the service area of whichever player's half of the field the ball was on at the time of the emergency time out call.

2.7 Ending a game

2.6.1 KLASK is a gentleman's (and lady's) sport. Therefore all games are to be ended the same way they started: with a handshake of the opponents.

2.6.2 any and all official documents that are mandated to be completed and/or signed at the discretion of the WKF, Association, or Club (either for rankings, documentation, and/or any other purpose) are to be completed, signed, and turned in to whomever is organising the club or event.

2.6.3 failure to comply with either 2.6.1 or 2.6.2 may result in a voided match and may constitute a replay. This is at the discretion of event organisers and any recognised event officials present.

3. Etiquette

3.1.1. All matches are to start and end with a hand shake. All play that happens before a handshake does not count.

3.1.2. Additionally any scorecards that are turned in without conducting a handshake after the game will be void and both players disqualified from play.

3.1.3. Excessive behaviour, insults, poor language register toward the opponent are considered not acceptable. Klask is a gentleman game it is encouraged respect toward the opponent, support and not denigrating. Compliments are a good thing not criticism.

3.1.4. A player who moves away from the venue of a sports competition without notification their absence can be disqualified from the competition after waiting 5 minutes.

3.1.5. If a player withdraws from a sports competition the score assigned in the matches that they should have played is that of 6-0 at the table.

If the goal difference was a parameter to be used to solve parity situations the set difference to be attributed:

- + 2 sets or + 3 sets depending on format.
- + 6 points for match.

End of Rules



OFFICIAL RANKING
TOURNAMENT



If you see this logo,
you will be entering
a World Ranking event.

Forwarded and approved by:

Daniel Lilley (WKF President)

Kevin Reder (WKF Vice President/Inaugural KLASK World Champion)

Mikkel Bertelson (KLASK Creator/Honorary President)

2018 WKF National Association Presidents







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PLAY THE BEST**

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