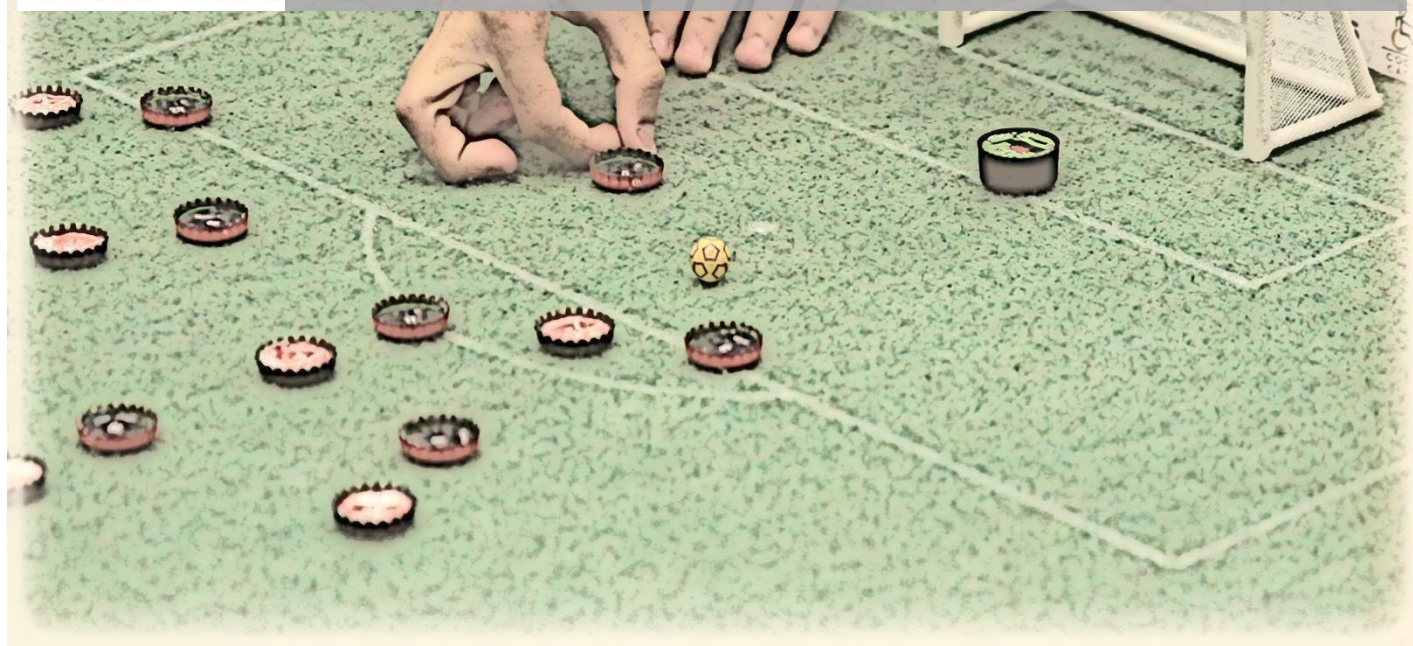




SIMPLIFIED RULES OF CHAPAS - EN



THE COMPLETE REGULATIONS CAN BE FOUND AT
WWW.LIGAFUTBOLCHAPAS.COM

RULE 1: OBJECTIVE OF THE GAME

To simulate a football match on a table where players are represented by bottle caps, the goalkeeper is a soda bottle top, and the ball is made of plastic.

REGLA 2: DEVELOPMENT OF THE GAME

Each participant takes turns alternately with the opponent. Each player gets one shot per turn, except for kick-offs and passes, where they get a second action.

RULE 3: THE PLAYING FIELD

The field is simulated on a specifically sized table, with a carpet surface, and dimensions proportional to real football.

RULE 4: DURATION OF THE MATCH

The match lasts 30 minutes, divided into two halves of 15 minutes each. In case of a tie, overtime and penalty shootouts can be played.

RULE 5: SHOOTING TECHNIQUES

The hit on the cap must be sharp, pinching with the fingers, without dragging the cap, inserting the finger inside, or moving the hand. In case of direct free kicks, you can flip the cap and create a bridge with the fingers of the other hand to aid the shot.

RULE 6: GOAL SHOOTING

You can only shoot at the goal if the ball is beyond the midfield. Before shooting, you must notify the opponent by saying "on goal" or "to goal"; otherwise, the goal is not valid. Upon notifying the opponent, they can reposition their goalkeeper if within the small box and lift it if desired. For a goal to be valid, the ball must be valid, the ball must be completely cross the line, and the cap that shot cannot have jumped out of the field

RULE 7: PLACEMENT OF THE PLAYERS

Every time the ball goes out of play, the player about to kick decides whether to position all caps or leave them as they are (saying "no placement," and only the kicking cap is placed). After a goal or foul, repositioning is mandatory. In positioning, the attacker places their players anywhere within the field, followed by the defender, maintaining a minimum distance of 3cm between all caps.

RULE 8: POSITION OF CAPS ON THE FIELD

If a cap touches the fence without first touching the ball, it will be placed next to the point where it touched. If the cap jumps over the fence, it will also be placed next to it at the nearest point. If a cap ends up on top of another, the opponent will place them.

RULE 9: FOULS

If a cap touches an opponent without having previously touched the ball, it's a foul. If it occurs beyond the midfield, it's a direct foul. Before midfield, is indirect

foul. And inside the box, it's a penalty. The advantage rule can always be applied if the team that receives the foul prefers it.

RULE 10: PASS TO THE FOOT

If on your turn your cap hits the ball and it touches another cap of your team without touching an opponent's cap, you have made a pass and can take another shot with one of the caps

involved. No more than 1 pass per turn is allowed, although if you combine a kickoff with a pass, you can make 3 shots (normal + kickoff + pass).

RULE 11: HANDBALL

When the ball falls inside a cap, if it's that team's turn, it's considered a header, but if they have no shots left, it's called handball (foul).

RULE 12: KICKOFFS

Generally, the player kicking off can choose to reposition (having 2 shots) or not (having only 1). In direct shots on goal, repositioning is required, but only 1 shot is allowed. The ball can't be hit again with the same cap that took the kickoff until it touches another cap.

- Types of Kickoffs:

- **CORNER:** occurs if the ball goes out on the goal line on the defender's turn, or by clearance in a shot on goal. It's taken with the ball touching the corner circle.

- **THROW IN:** occurs when the ball goes out on a sideline, with the opposing team of the one who had the turn taking the kick, regardless of which caps the ball bounced off. It's taken with the ball placed on the cap at the spot where it left the field.

- **INDIRECT FREE KICK:** occurs when a foul is committed on the opposing field, or in case of handball at any point on the field.

DIRECT FREE KICK: Occurs when a foul is committed on one's own field. The defender can place a wall at 9 cm, and the attacker can shoot with a bridge.

- **CENTRE KICK:**

each half, and each time a goal is scored. The caps of each team are placed in their half of the field, and in the central circle only the cap that will take the kickoff. On the second shot, you can shoot at goal, if the ball has left the central circle and is not shot with the same cap that took the kickoff.

- **GOAL KICK:** occurs if the ball goes out on the goal line on the attacker's turn, except for clearance in a shot on goal.

- **GOALKEEPER'S KICK:** occurs if the ball and the goalkeeper are inside the small box. The ball is picked up by hand and kicked with the goalkeeper from any point within the small box. In this case, only one shot is available, and no repositioning is done.

FINAL NOTE: any doubt not covered in this simplified rules will be resolved by the referee or the responsible of LFC.

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