

KLASK TOURNAMENT REGULATIONS

Updated 2.5.2018



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KLASK Tournament Regulations

These regulations are used in competitive play of KLASK.

1. Match set-up

Place board between both players so that both players can easily reach the board and are happy with the placement.

Make sure that the KLASK board is level. You can drop the ball on the table and see if it moves always to a direction to determine whether board is level or not. The playing surface is acceptable if the ball remains within a 5cm (2in) diameter circle from where it was originally dropped

Place three Obstacle Magnets magnet side up on their marked positions on the table.

Both Players place their Strikers on their half of the playing surface.

2. Beginning the game with a flick-off

The player who serves the first ball of the game is determined by a flick-off of the scoring discs before the actual game begins.

In a flick-off scoring discs are placed on the number 6 position of the scoring track and discs are flicked with one finger simultaneously towards the 0 position. Player who is able to flick the scoring disc furthest without dropping it or going past the 0 position wins the flick-off and begins the game.

In case of a tie players flick-off again until either of the players wins the flick-off.

3. Serving

The ball must be struck from the marked corner service area and it must pass onto the opponent's side in order to count as a legal serve. Illegal serve turns the serve over to the opponent.

The serving player cannot make contact with the ball before the ball has crossed onto the opposing player's half of the board. Failure to do so results in illegal play and serve is given to the opponent.

4. How to score a point

There are four ways to score a point in a game of KLASK.

4.1. The ball in the goal

Use the striker, hit the ball and land it in your opponent's goal.

When your ball lands into your opponent's goal and stays there, a goal is scored. If the other player removes the ball from the goal with his/her striker the current point ends immediately and you score a goal because of the illegal play from your opponent.

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

4.2. KLASK - (Striker in own goal)

If our opponent moves their striker into their own goal you will score a point. Once you hear a 'KLASK'¹, it is a point even if your opponent manages to move the striker out of the goal.

4.3. Obstacle Magnets

If two or more magnets attach to your opponent's striker, you score a point.

You may not intentionally remove the magnets from your striker in anyway but if a magnet disconnects naturally during the play, the play continues normally.

You can hit the magnets with the ball or with the striker to tactically position them on your opponent's side of the board or try to attach them to your opponent's striker.

4.4. Loss of Control

If your opponent loses control of their striker and cannot gain back possession of it, you score a point.

If your striker goes off the board, the opposing player scores a point.

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.

¹ KLASK refers to the sound of striker falling to the goal hole.

5. Scenarios

Continuous play with the Striker which is not standing normally is forbidden.

When a point is scored, scoring disc must be moved before play resumes.

You can only score one point at a time even if there are two simultaneous scoring events².

In a case of two simultaneous scoring events the point is awarded to the event which occurs first³.

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

If the Ball goes off the table during the play it must be returned to the table and game continues from either of the service corners of the player whose half of the board the ball exited the play.

If the decision in an unclear situation cannot be reached by the players, a referee will determine how to proceed the play. If there is no referee available then the players decide in a sportsmanship like manner how to continue the game. If events occur simultaneously, the point will be played again.

² I.e. the ball goes to your opponent's goal and simultaneously two white magnets attach to your opponent's striker.

³ I.e. if you score a goal and also get 2 white magnets attached to your striker, the point is awarded to the event which occurred first.