

KLASK

Competitive Rules (2026)

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KLASK COMPETITIVE RULES 2026

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1 - Introduction

KLASK is the world's most loved magnetic dexterity game. These are the competitive rules implemented in Helsinki in 2023 (KLASK World Championship) and modified in the following two years to respond to the needs and questions that emerged in the KLASK Discord Community. The game of KLASK is simple, and so are its rules.

2 - Terminology / Definitions

Antenna - The non magnetic vertical part of the striker.

Ball - The yellow ball.

Biscuits - The 3 white obstacle magnets that start the point in the centre of the board.

Board - The KLASK board on which the match is played.

Challonge - Online platform for tournament management and recording widely used at KLASK events.

Field of Play - The area of the KLASK table that includes the playing surface, the 2 goal-holes and the 4 walls

Game (Set) - The part of the match that ends when a player reaches 6 points. In some regions you may hear this referred to as a set.

Game Area - The area immediately surrounding where the match is played which is reserved for players, referees and any match organisers/officials.

Game State - The position of the pieces in play and the current scoreline.

Goal(s) - The 2 small round holes at both ends of the board or the term given to a point scored when the ball lands in the goal.

Halfway Line - The invisible horizontal line across the center of the board. Under the playing surface, at the halfway line, there is a wooden barrier preventing the steering magnets from crossing this line. The 3 starting spots for the Biscuits are situated along this line also.

In play - This refers to the moment at which the ball and point is live after a valid serve.

KLASKing - Online application for players to track their individual match scores, stats and global ranking.

Manipulate/Interact - Any interaction with a game object, including hitting it or moving it with any part of the body or with the game pieces.

Match - The entire contest between 2 players. A match consists of a predetermined number of games, usually best of 1, 3 or 5.

Playing Surface - The flat horizontal part of the board in which the game is played.

Possession - When the ball is on a player's side of the board and under the player's control.

Point - A point is awarded when one of the scoring conditions are met and these are tracked using the scoring discs.

Receiving Player - The player who does not have possession of the ball and is about to receive, or has just received, the serve.

Scoring Track - This is where points are tracked and where the scoring discs are placed during play. It is located on side of the board which has the score printed on.

Serve/Service - This is how each point is started and restarted if the ball leaves the field of play during a point. The serving player shoots the ball in play from with the marked serving quadrants known as service areas.

Service Areas - The 4 marked quadrants on each side of the board from which the serve is taken.

Serving Player - The player who has possession of the ball and is about to serve, or has just served.

Steering Magnet - The black magnetic handle underneath the board used to steer the Striker on the playing surface.

Striker - The black magnetic playing piece on top of the board used to strike the ball.

Scoring Discs - The round discs that are used to keep score on one side of the board.

Walls - The four internal sides of the board that make the field of play.

3 - Equipment

3.1 - Standard KLASK boards

Event organisers should make every effort to ensure that the latest production copies of KLASK are being used and at the very least, all boards should be from the same production run where possible. Using the standard retail copies from the latest production run ensures that players are getting a consistent play experience regardless of which tournament or competition they're competing in.

3.2 - Custom KLASK boards

Some event organisers may have custom boards available which can be used in competition but standard retail editions are always preferred. At any given stage in the competition the boards being used should be the same for all players i.e. there shouldn't be some players playing on custom boards whilst others are playing on standard retail boards.

3.3 - Strikers

There are 3 recognised types of strikers that are currently permitted in competition:

- **Felt-Strikers** - The Strikers in most recent production copies of KLASK come, with a pre-attached thin layer of felt on the underside;
- **PTFE** - Older production copies of KLASK came with PTFE stickers which are manually applied to the underside of the Striker to reduce friction between Striker and playing surface;
- **"Naked" Strikers** - A Striker without either felt or PTFE adhesive on the bottom.

Players are permitted to use strikers from any production run, providing they have not been modified in any way. If a player wishes to mark their striker (antenna only) in a discrete way for the sole purpose of recognising their own equipment, this is generally permitted unless the opponent or tournament organisers deem it to be distracting in any way.

3.4 - Scoring Discs

Commemorative or custom made discs can only be used to track scores and not for the Flick-Off. These discs must be the same dimensions as the official discs used in a standard retail copy of KLASK

4 - Etiquette

Etiquette is a mixture of common sense, courtesy and means showing consideration to other KLASK players, organisers and officials. There are only a few rules in KLASK and playing competitively does not differ greatly from casual KLASK but the one core thing they share is, respect your opponent, the organisers, the officials and consider how your actions could be perceived. Here are some things all KLASK players must do to ensure the game is played in the right spirit.

4.1 - Handshake

All matches will start with a handshake or any other salutation that is appropriate and that both players feel comfortable with.

4.2 - Player Readiness

Before each and every serve, the serving player must ask their opponent if they're ready and must not serve until they have had a response confirming they are.

4.3 - Keep the Game Area Clear

Objects on the table can be distracting for some players: therefore it is necessary to ensure the game area and table are free of any non-essential objects.

4.4 - Disputes

With a referee present and officiating a game, their decision is final. In absence of a referee when there is a dispute, event organisers can be utilised and their word is final too. In almost all cases, if players cannot agree on an event, the recommended course of action would be to replay the point.

5 - Match setup and start

5.1 - Game Area Setup

KLASK is played with players sitting (though standing is allowed, as long as the standing player does not impede the opponents visibility of the board) at a table for competitions. To ensure the conditions are the same for all players, place the board in the centre of the table between the players so that it is an equal distance from them both.

Place the three Biscuits on their marked positions on the board, ensuring that the Biscuits are correctly oriented so that the magnet is visible from above (there is a pin-sized hole on one side of the Biscuit which makes the magnet visible). Both players place their Strikers on their half of the board and connect their steering magnets underneath the board.

Spare Biscuits and balls should be made available and placed in the game area, within reach of the players.

5.2 - Table Levelling

Every effort should be made to make the table level, negating as many external factors as possible; it is generally best practice to try and level the table rather than the board itself. Dropping the ball on the playing surface to see if it rolls away from the point it was dropped will give you a good indicator as to whether the board is level. A player should be able to place the ball in the service areas without the ball rolling away or towards them.

5.3 - Aids to play

For accessibility reasons, players may use a cushion to improve their seated position. It is not an obligation of organizers or referees to provide these aids but they are permitted.

5.4 - Flick-Off

Once the board has been set up, both players and any officials are ready to begin, a flick-off takes place to determine who serves the first point of the match and which side of the board players start at.

In a flick-off both players will place their scoring discs on the 'number 6' position on their side of the scoring track. Players will then simultaneously, on the count from the referee, flick their scoring discs towards the 0 position. The player who flicks the scoring disc closest to the number 0 on their side of the scoring track without going past the 0 position wins the flick-off. In case of a tie players flick-off again until either of the players wins the flick-off. The player who wins the flick off will choose between either serving first or choosing which side of the board they will start on.

For all subsequent games, the player serving the first point is the player who conceded the last point in the previous game of the match i.e. the losing player from previous game

5.5 - Serve/Service

When starting the point, the ball must be struck from one of the service areas on a player's side of the board and it must pass onto the opponent's side in order to count as a legal serve. The serving player cannot make contact with the ball again before the ball has crossed onto the opposing player's half of the board. Neither the serving player nor the receiving player can interact with the Biscuits before the ball has crossed the halfway line.

Services after play has been stopped and then require a restart have slightly different rules. See 8 - Interruptions to Play

5.6 - Foul Serves & Serving Infringements

When there has been a foul serve, the serve is surrendered to the opponent, meaning that the receiving player now becomes the serving player, gaining control of the serve. No penalty points are awarded for the foul serve.

If there has been a serving infringement from the receiving player, the serve is retaken by the initial serving player. Reset the Biscuits if they have been moved from their starting positions

The serving player commits a foul serve if they:

- don't manage to make the ball cross the halfway line;
- serve directly into their own goal before the ball has crossed the halfway line;
- touch the ball a for second time after the initial serve before it has crossed the halfway line;

- manipulate, move or interact with any of the Biscuits before the ball has crossed the halfway line;
- pull their Striker into the own goal before the ball has crossed the halfway line;
- lose control of their Striker before the ball has crossed the halfway line.

The receiving player commits a serving infringement during serve if they:

- Manipulate, move or interact with any of the Biscuits before the ball has crossed the halfway line;
- Drag their Striker into the own goal before the ball has crossed the halfway line;
- Lose control of their Striker before the ball has crossed the halfway line.

6 - Scoring Conditions

There are four scoring conditions, each of these result in a point being added to the score, which is marked on the scoring track; the players are responsible for managing during the match.

6.1 - Ball in the goal

If the ball comes to rest in a player's goal. This is referred to as 'a goal' and the point will be awarded to the opposing player

6.2 - Two or more Biscuits attached to a player's Striker

The moment a second Biscuit becomes attached to a player's Striker causing them to have 2 or more Biscuits attached, is known as a 'Double Biscuit', the point is over and a point is awarded to the opposing player

6.3 - A player's own Striker enters their own goal

The moment the magnetic part of a player's Striker touches the bottom of their own goal, this is considered a 'KLASK' and a point will be awarded to the opposing player.

6.4 - Loss of control (Striker)

If a player loses control of their striker and it cannot be retrieved using their steering magnet from under the table on their side of the board, their opponent scores a point. The point is only awarded once loss of control is fully confirmed and play continues until the striker is deemed as unrecoverable.

During play, a Striker is considered unrecoverable if:

- an opponent captures it. Your striker is 'captured' if it becomes attached to your opponent's striker and they have full control over both pieces with their own steering magnet;
- it leaves the field of play¹;
- a player drops it their steering magnet²;
- the magnetic part of Striker enters the opponent's goal on the other side of the playing table.

¹ Match Vicente Félix vs Daniel Fiacchini, I Madrid Open, 2024, final.

² Point lost by Asger Granerud during the 2023 World Championship in Helsinki.

7 - Fouls

Calling of all fouls is at the discretion of the referee. For persistent fouls, warnings will be issued first but for subsequent occurrences following a warning, the referee can award a point to the opponent.

7.1 - Intentional removal of Biscuits from the Striker

The ruling still remains that players are not allowed to intentionally remove biscuits from their striker but we would like to clarify what happens if a biscuit does come off a player's striker during play.

If a player is making an attempt to play a ball or a biscuit and in that same action an attached biscuit comes off the striker, play will continue.

If a player isn't making any attempt to play the ball or a biscuit and an attached biscuit is removed from their own striker, the referee can make the call to stop play. The biscuit will then be placed back on the striker and play will resume with a serve by their opponent.

If a player is deemed by the referee to be deliberately playing shots that cause the biscuits to detach frequently, they will issue a verbal warning to the player. For the remainder of that game, each time a biscuit detaches from their striker during that game, the referee will stop the point and the detached biscuit will be placed back on the striker. Play will resume with a serve by their opponent.

After a verbal warning is issued it will be in place for the remainder of the game

Important clarification: Players are not permitted to dispute an opponent's intentionality; that decision belongs solely to the referees (see paragraph 4.4).

7.2 - Board Bumping

Occasionally during play a player might accidentally 'bump' the board and usually this does very little to the game state and or the outcome of the point/rally. However, there are instances where the game state can change significantly.

If by bumping the board the game state changes significantly, i.e. the ball changes course and ends up in the goal, is bumped out of it, or a biscuit is dislodged the referee can stop play, restarting with a serve after correcting the game state. The referee can also ask for the point to be replayed if the game state cannot accurately be corrected.

The officials will look out for repeat occurrences and if they deem it to be happening too frequently, the referee will issue a verbal warning to the player. For the remainder of that game, each time a player bumps the board a point will be awarded to their opponent.

8 - Interruptions to play

There are some situations in which play might need to be interrupted during a point and subsequently, resumed. Each scenario is handled differently and are outlined below.

For instances where a point has been stopped and needs to be resumed via a serve, these rules are slightly different. Players are still required to serve from one of the service areas on their side of the board but the point becomes live the moment the ball is struck, which means the serving player is not forced to strike the ball across the halfway line before either player can interact with the biscuits

on the board. However, the ball must still have crossed the halfway line before the serving player may touch the ball again.

8.1 - Ball leaving the field of play

When the ball leaves the field of play, play does not stop immediately but instead when all remaining biscuits in play have come to a standstill. Then and only then is the point no longer considered live.

The ball is then returned to play via a serve from the half of the board closest to the ball's exit point, regardless of which player's Striker touched the ball last.

If any of the scoring conditions are met whilst the ball is out of play and before the biscuits and strikers have come to rest, the point is scored normally regardless that the ball has left the field.

If a biscuit is in motion after the ball has left the field of play, players are only permitted to take evasive action to avoid the biscuits from connecting to their Striker. Evasive action is defined as moving your Striker away from a biscuit coming towards your own Striker. Absolutely no attempt can be made to move your Striker towards any moving or stationary biscuit left on the field. If this happens, that biscuit should be placed on one of the starting spaces in the center of the board. The point would then resume with a serve by the opponent, regardless of which side the ball went out from.

8.2 - Biscuits or Balls accidentally returning to the field of play

If a biscuit leaves the field of play but then re-enters via a deflection, bounce or any other means whilst the point is still live, the referee can stop play to remove it, with play then resuming with a serve for the player who has possession of the ball at the moment the play is stopped.

If a ball leaves the field of play but then re-enters via a deflection or any other means whilst the point is still live, the referee will stop play to remove it, with play then resuming with a serve from the half of the board closest to the ball's exit point.

The same rules are applied if a Biscuit or Ball (respectively) from another match, happens to enter the field of play whilst the point is live.

8.3 - Player Initiated Time out

During a match, players will be permitted one single 1 minute timeout each. A time out can only be called once a point is over or before the next one begins, never during a point, even if there is a break in play.

Players will signal to the referee that they wish to take the time out and at that point a 1 minute timer will begin. Players must then be back in their seat ready to serve or receive immediately after the time is up.

During the timeout players are free to stand from their seat, call over a single coach or supporter but the players must remain in the game area.

9 - End of the Game / Match

Once a player reaches 6 points, the game is over. If playing more than one game, the players switch sides for the next game.

If it is the end of the match, the referee should report the scores from each game and the match result to the event organisers who will record this into Challenge

In absence of a referee, both players must ensure they report the game scores and match result to the event organisers.

10 - Organisation, Officiating & Scorekeeping

The event organisers are responsible for communicating clearly to the players, the tournament structure, rules and format before the start of the first match. It is recommended to use referees wherever possible but in absence of those, the event organisers must be available for the players should any ruling questions occur

10.1 - Tournament format

There is no single one size fits all for tournaments, so each tournament will be different but It is highly recommended that tournaments include an initial group stage before moving into a knockout phase. This maximises the player's opportunity to play KLASK. A round robin, where players play a match against each of the players in their group once, can then be used to determine the bracket for the knockout stages

10.2 - Tracking results and points

Challenge is the chosen provider for tournament bracket software and this should be used to record and track all tournament progress. The results, group standings and knockout brackets should be made available for the players to view during the tournament. It is the event organisers responsibility to ensure that the game scores and results are submitted on Challenge

10.3 - Referees

Referees are advised for competitive play, because there is a lot going on during a game of KLASK that makes it difficult for players to see the whole board state. The referees are an integral part of competitive play to ensure that in times where a dispute could arise, there is an authority on what the rulings are and what course of action to take. The referee's word on any ruling is always final.

10.4 - Simultaneous events

Occasionally during play two events may occur 'simultaneously', including scoring conditions. It is not always possible for the referees to make a call on which of the events happened first, and in those situations the referee will ask for the point to be replayed.

10.5 - Tracking scores & global rankings

KLASKing has been created for high level competitive play, to allow players to record their individual scores and track their global ranking. KLASKing is increasingly being used at such events to help players view and understand their stats, as the web app allows players to record not only the scores but how each individual point was scored or conceded.

11 - Additional Rules

11.1 - Playing the Biscuits

Biscuits are obstacles but also one of the 4 ways to score points in the game. To get them to land or stick on your opponent's striker, you can hit them with your striker, knock the ball into them or by using the magnet within the striker.

Biscuits can only be played (struck, moved or manipulated) once the ball is live after a valid serve.

You can play a biscuit at any point whilst the point is live regardless of whether the ball is on your side of the board or not.

11.2 - Striker position

If a striker falls down momentarily, play continues unless the striker is not able to be brought back under control using the steering magnet from underneath the board (see scoring conditions 6.4).

11.3 - Steering magnet

Steering Magnet cannot be disconnected at any point during play and must remain in contact with the underside of the board. The steering magnet must also remain in the upright position and not laid horizontal.

12 - Fringe Cases

KLASK has a funny way of throwing up the strangest scenarios because of the physics behind magnets and moving parts. In this section we have collated real life scenarios that have occurred over the years that don't happen often enough to warrant being in the main body of the rules but still require a ruling. The list is not exhaustive and will be continually updated as and when new scenarios occur.

12.1 Loss of control (LoC) scenarios

12.1.1 - If a player's striker jumps off the board and leaves the field of play during the point, the referee will award the point (LoC) to the opposing player

12.1.2 - If a ball is travelling goal bound whilst a striker is on an opponent's side of the board and the ball lands in the goal before the striker is captured, the point (Goal) is given

12.1.3 - If a player's striker is on an opponent's side of the board and biscuits become attached to it, the point (double biscuit) is awarded regardless of whether the striker has been captured or not

12.1.4 - If two players send their strikers over to the other side of the board simultaneously, the point (LoC) will be given to the player who takes control the opponent's striker (using the steering) first, providing no other scoring conditions have been met beforehand

12.1.5 - If a striker is flung over the other side of the board, becomes attached to an opponent's striker and in the same action is then flung back over to the other side, the point (LoC) is awarded to the player who is able to bring the two strikers under control with their steering magnet. As seen in the 2019 US Final - [US Championships 2019 LOC Fringe Case](#)

12.1.6 - If a player's Striker is detached from their steering magnet whilst the ball is out of play, it is permitted to try and regain control but this also means the opponent is permitted to try and capture it.

12.2 Biscuit scenarios

12.2.1 - If a biscuit sticks to a player's striker whilst the ball is off the board, the biscuit should not be removed, it should remain there until the point is completed

12.2.2 - If a biscuit lands on a player's striker whilst the ball is off the board, causing the player to have 2 biscuits on their striker, the point (Double Biscuit) would be awarded to their opponent

12.2.3 - If a player makes an attempt to strike or sling the biscuit whilst the ball is off the board, that biscuit will be placed back on an available starting spot in the centre. Play will resume with a serve for the opposing player, regardless of which side the ball exited the field of play

13 - Resources

KLASK Community Discord - <https://discord.com/invite/EdsrQhb6qV>

IKA Open WhatsApp Group - <https://chat.whatsapp.com/EIzmArpABpQ1gYMPNas7tg>

Official KLASK Tournament Software - <https://challonge.com/>

KLASK Webstore (US Only) - <https://www.klaskgame.com/>

IKA Website and World Rankings - <https://klaskranking.com/>

KLASKing Score and Statistics Application - <https://www.klasking.com/>

KLASK-Related Resources and Local Channels - <https://linktree.com/klaskglobal>

Form for Submitting Rules Feedback - <https://forms.gle/uq5UT8swRwEHNwXN8>

This regulation will continue to be constantly updated to address the doubts and needs for clarification of the KLASK community. Please note that the KLASK Discord community has a dedicated channel for competitive KLASK rules. We invite every player to join the community and raise any doubts or concerns regarding the official rules of the game of KLASK.

These rules have been written by a small team of international referees and highly active members of the KLASK community; the work is voluntary and not sponsored by the publisher. However all contributors have worked closely with or for, both the publisher and designer of the game over the years.

This ruleset will be used for the IKA competitive tournaments.

The aim here is to bring the most up to date and thorough competitive ruleset possible whilst also committing to review them regularly.
