THE CARTOON BOOK OF

AIR HOCKEY



TARGET & PRECISION

SPORT ON EARTH

Sport on Earth Books · The Mind & digital Family

Original illustrations · No characters were copied in the making of this book

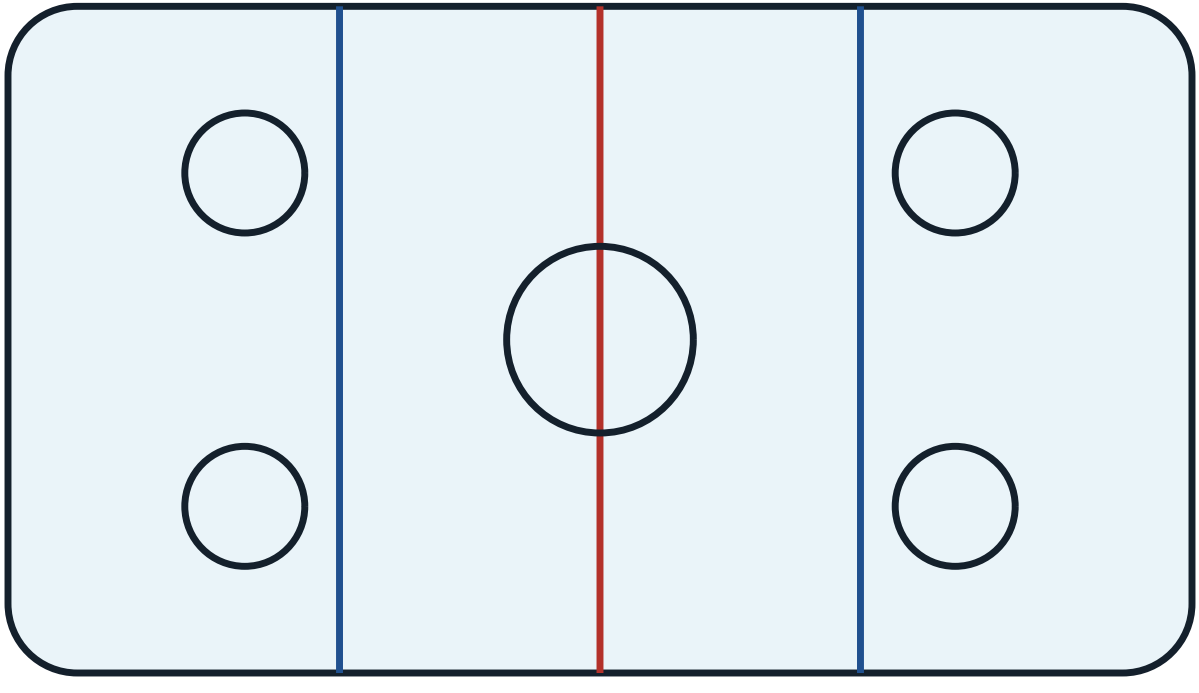
Meet Air Hockey!

Fast puck game on an air table.



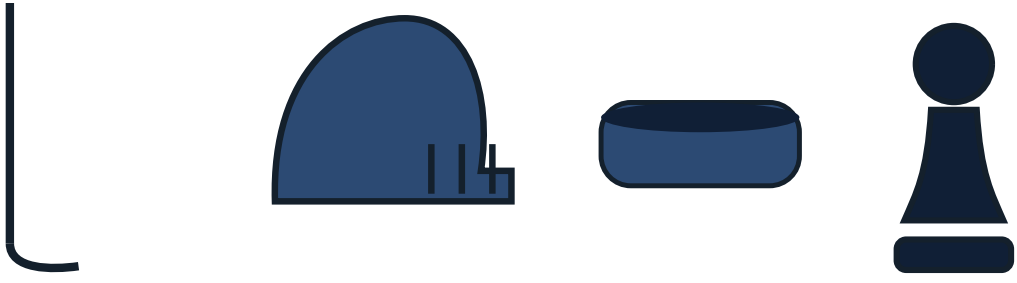
Where It Is Played

The table's playing surface divided by a centreline, with a goal at each end; each player defends the half on their side of the centreline.



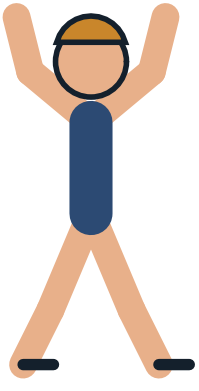
The Gear

A USAA-sanctioned 8-foot air hockey table, one mallet per player (max 6 oz, under 4-1/16 in diameter) and one approved Lexan/Dynamo puck.



How It Starts

Flip a coin for sides, take the referee's face-off at centre with mallets within an inch of the puck, and shoot within 7 seconds whenever the puck is on your side.



How to Play

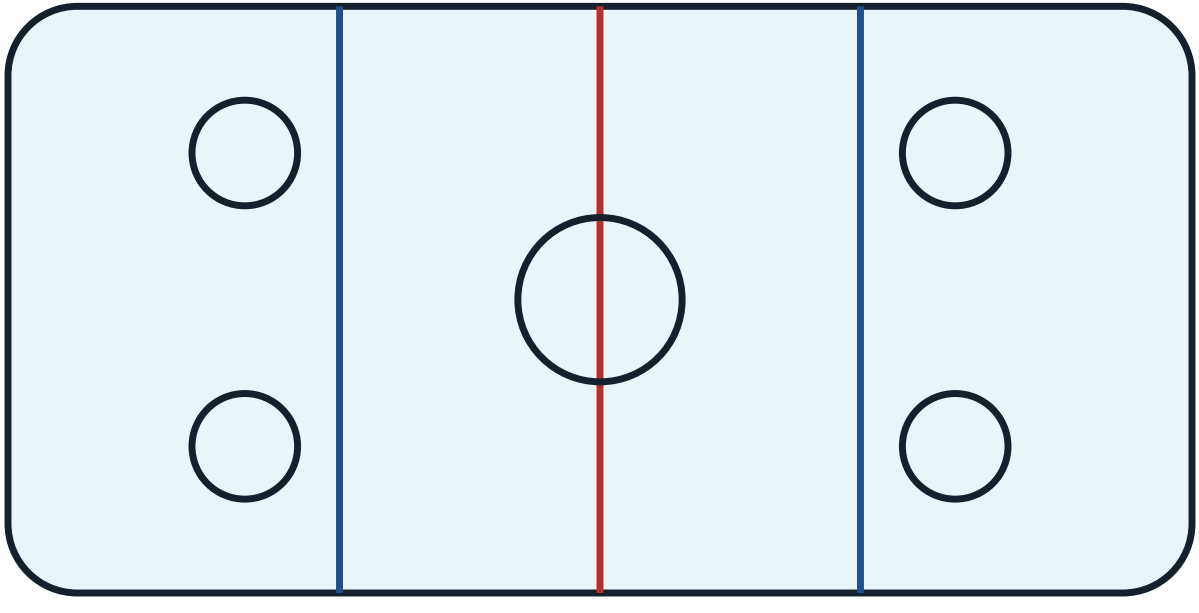
- Format: a two-player game on an air-cushion table; a match opens with a referee-held face-off after a coin toss for sides, and players alternate table sides after each game.
- Scoring: the first player to accumulate 7 points wins the game; when the puck enters and drops inside a player's goal, the opponent receives 1 point, and the player scored upon gets possession for the next serve.
- Only one puck may be in play at a time and a player may play with only one mallet on the playing surface at a time.
- A player has 7 seconds to execute a shot that crosses the centreline once the puck enters and remains on that player's side; exceeding 7 seconds is a foul.
- When the puck is in contact with any part of the centreline, either player may strike it; a player may stand anywhere on their own side of the centreline but not past it, and a mallet may never completely extend over the centreline.

More of the Game

- The puck may be struck with any part of the mallet, but 'topping' — lifting the mallet and placing it on top of the puck — is a foul at any time.
- Touching the puck with any part of the hand, arm, body or clothes is 'palming' and is a foul; palming a puck travelling directly toward the goal is goal-tending, a technical foul punished by a free shot.
- The penalty for a foul is forfeiture of the puck; each player may take one time-out per game of no more than 10 seconds, only when the puck is in their possession or not in play.
- Sanctioned play uses full-size 8-foot USAA-approved tables, mallets of 6 oz or less and less than 4-1/16 inches in diameter, and only the approved lexan-yellow, lexan-red or Dynamo green pucks, taped on top with white plastic tape.

The Shape of a Match

One-on-one on an air table: face off at centre, then strike the floating puck with a mallet into the opponent's goal; first to 7 points wins the game.

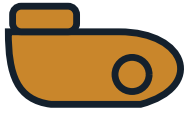


More of the Mind & digital Family

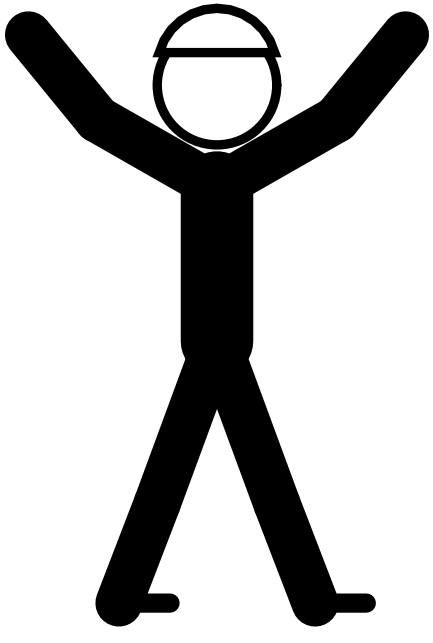
- Esports — Competitive video games from League of Legends to Counter-Strike.
- Chess — FIDE-governed mind sport with a world championship.
- Fantasy Sports — Manage virtual rosters; season-long and dynasty formats.
- RoboCup — Robot soccer research league aiming to beat human champions by 2050.
- Robot Combat — Remote-controlled armoured robots fight in an arena.
- Subbuteo — Tabletop football played by flicking figures.

A Note on the Rules

Air hockey is governed by the USHA/USAA tradition under a codified code (seven points, mallet and puck specifications, centre-line and goal-creep rules) essentially stable since its competitive formalisation in the 1970s. No major documented rule change is carried for air hockey.

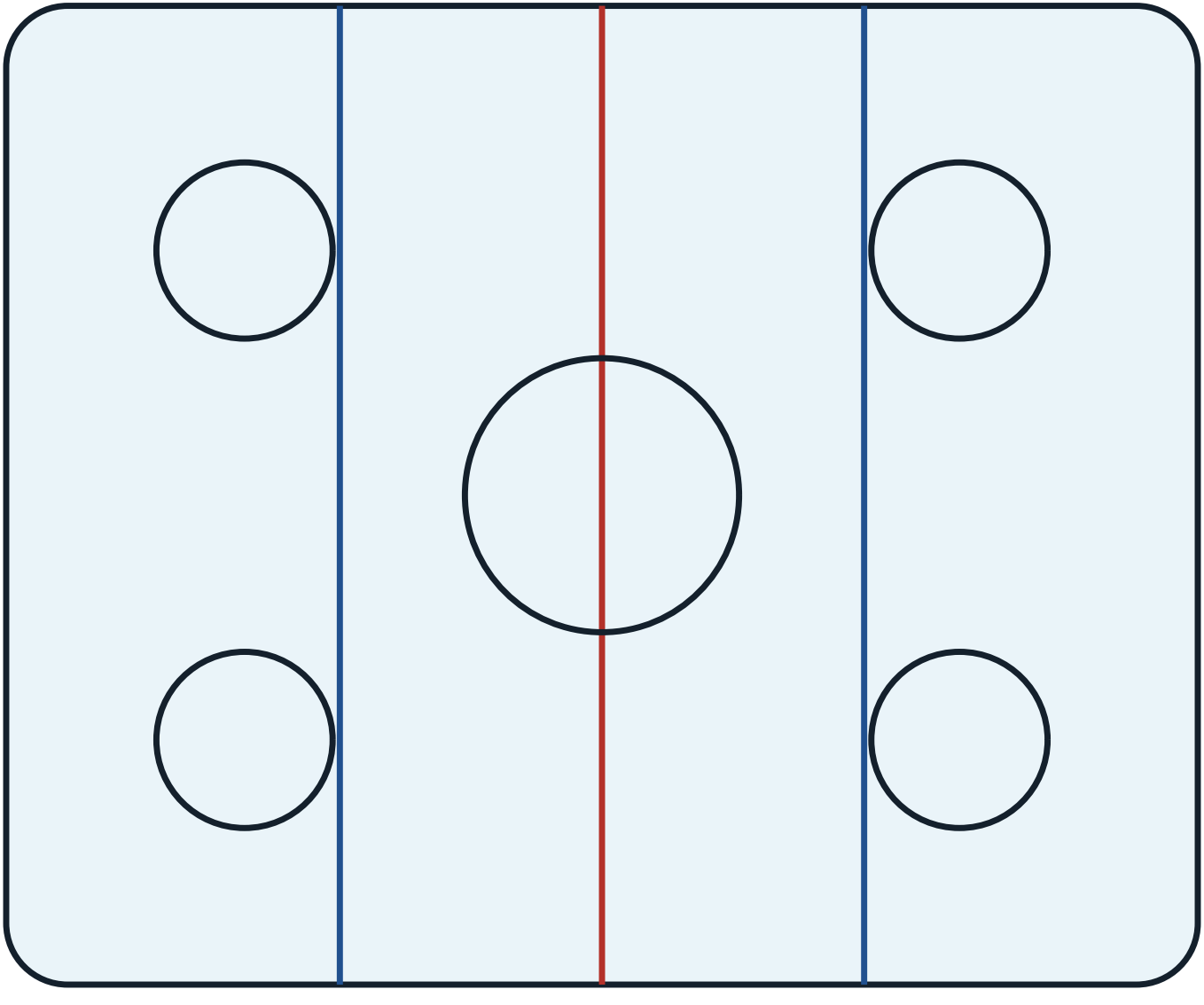


Colour the Action

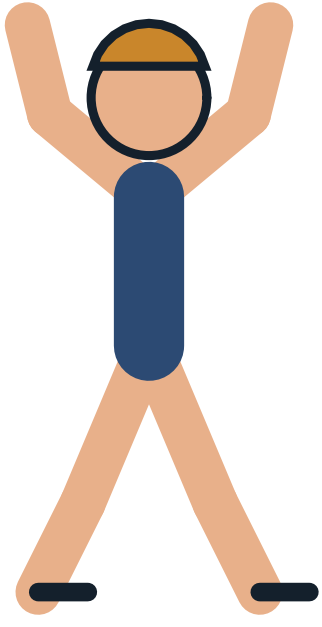


Psst — this page is a colouring page!

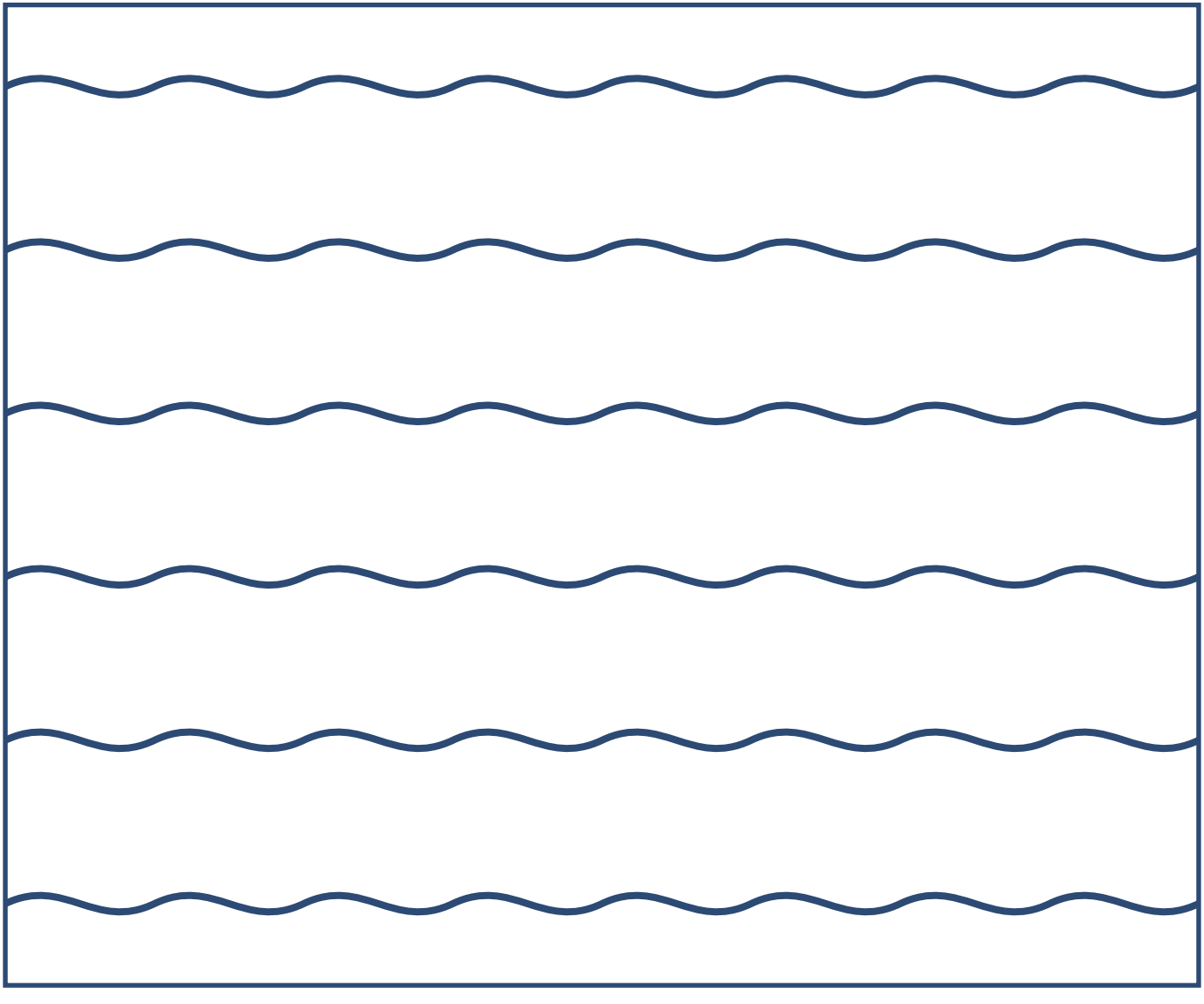
The Sport Today



At School and College



Play It Near You



Through the Year



The Mind & digital Family

Every sport belongs to a family of games that share its shapes and skills. Here are some of this book's closest relatives — each with a cartoon book and a colouring book of its own.

- Esports — Competitive video games from League of Legends to Counter-Strike.
- Chess — FIDE-governed mind sport with a world championship.
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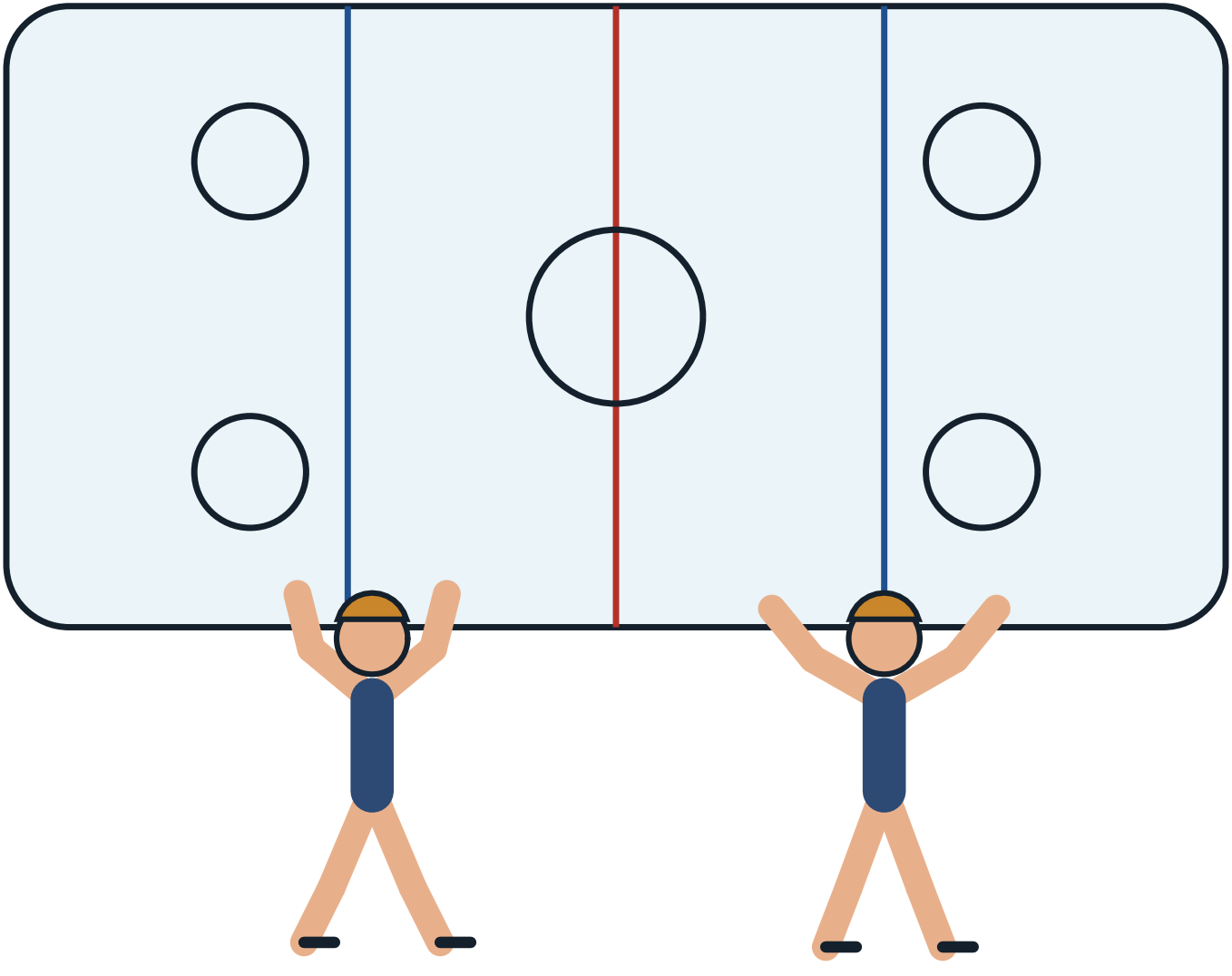
Game Day!



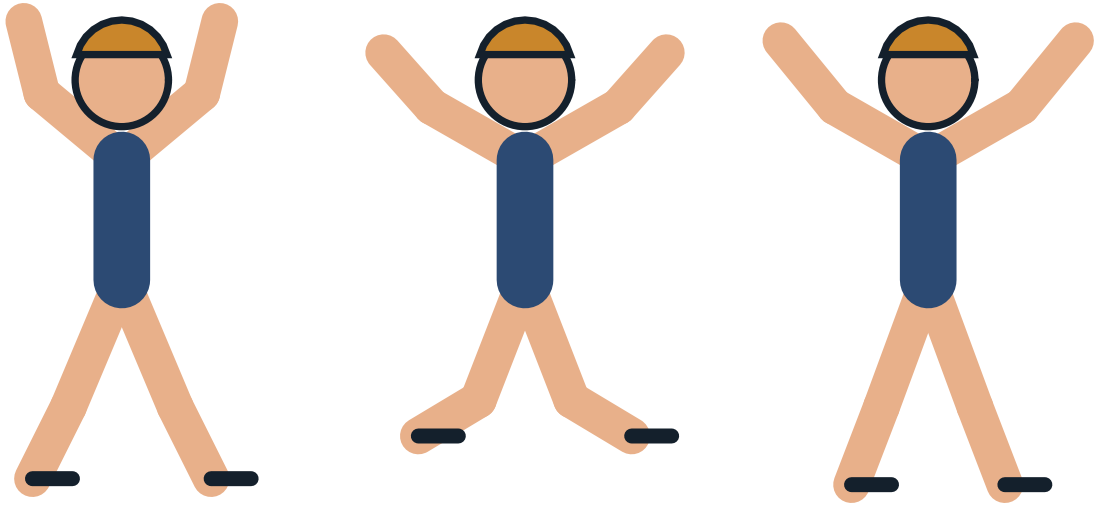
The Sport on Earth Mark

Every sport on Sport on Earth carries its own original mark, drawn for the site. Here is this sport's.

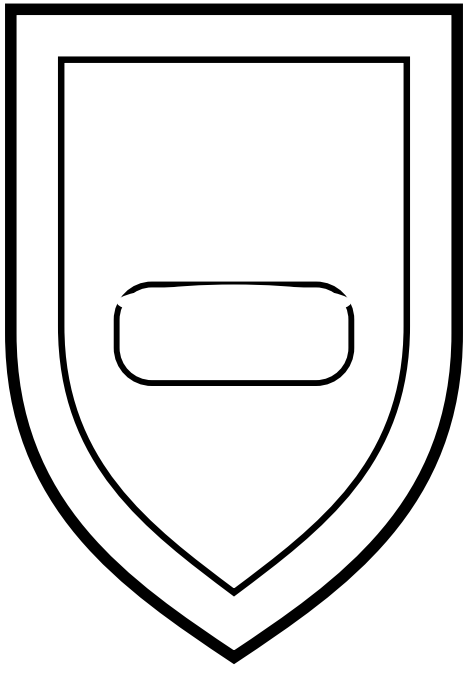


SPORT ON EARTH

Moves of the Game

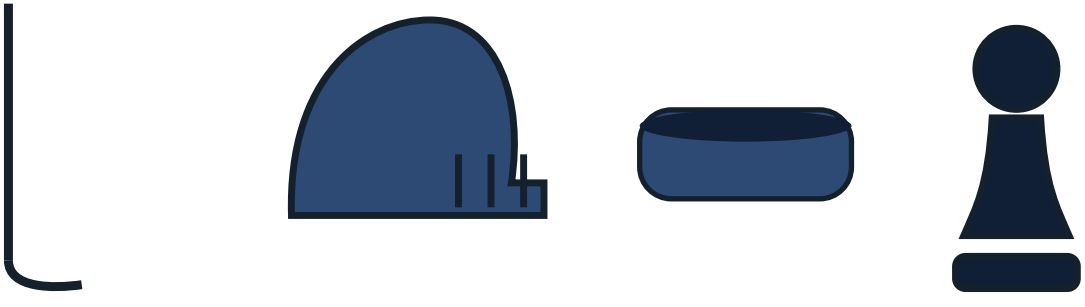


Design a Badge

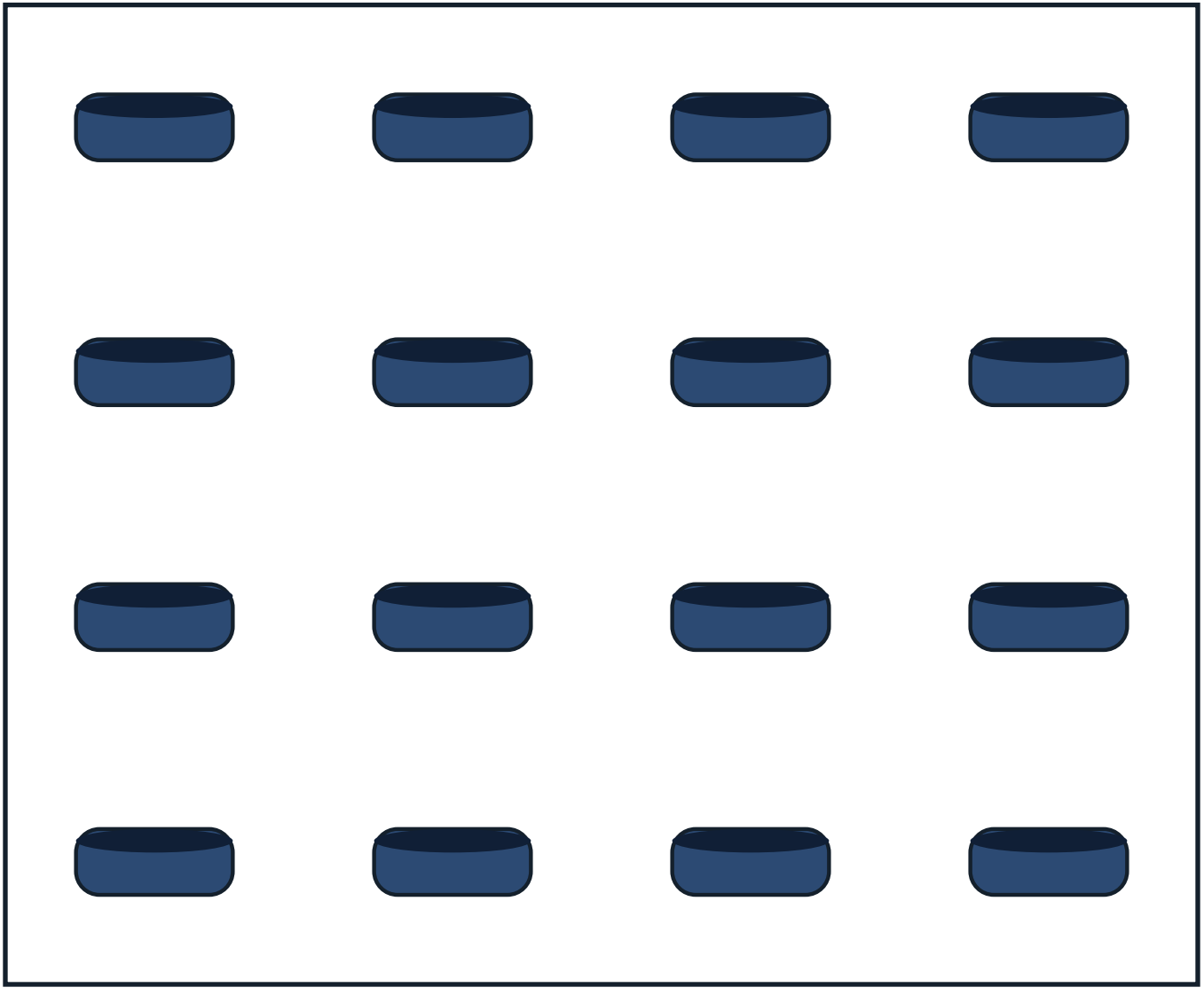


Draw and colour a badge for your own team.

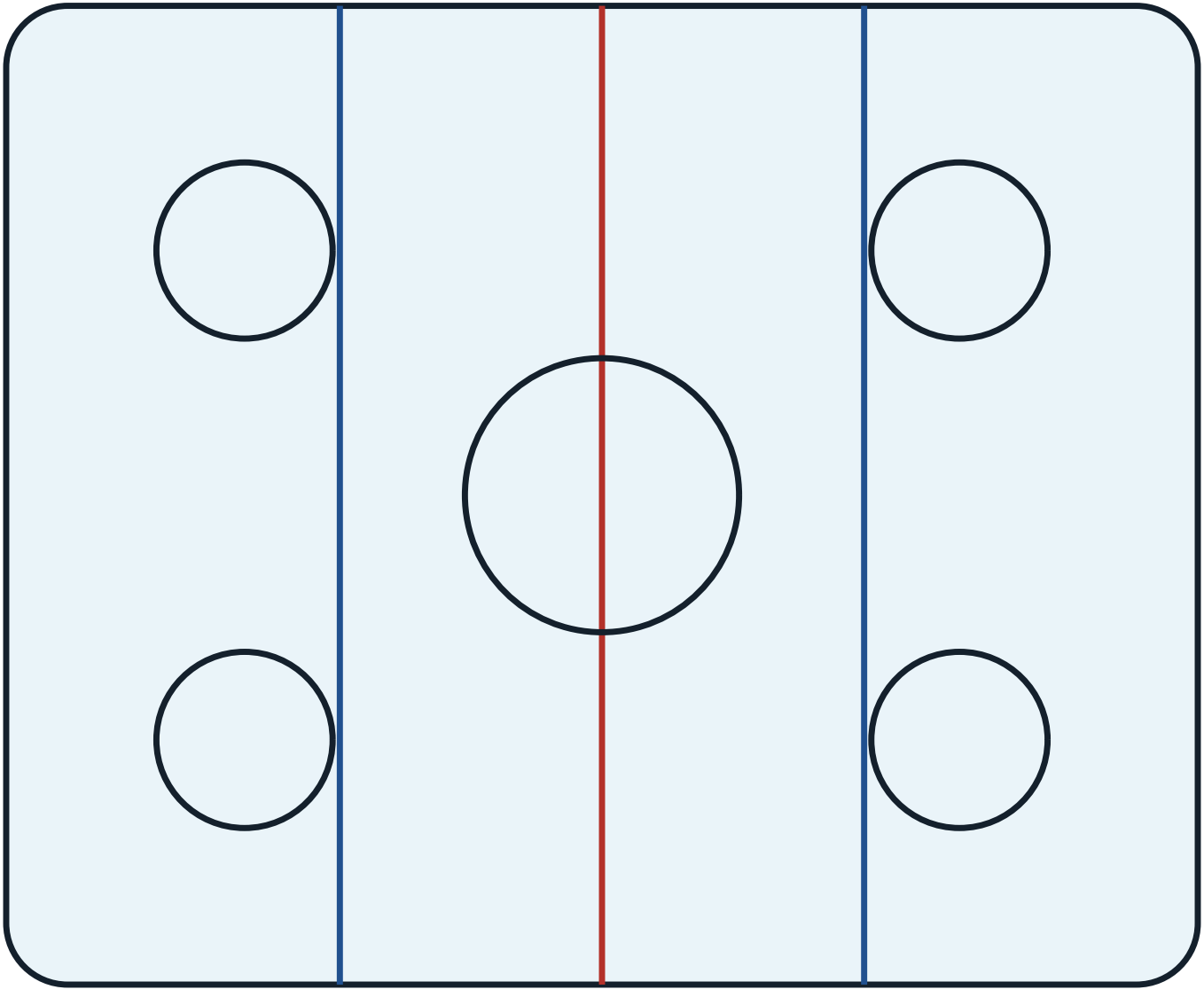
The Gear Parade



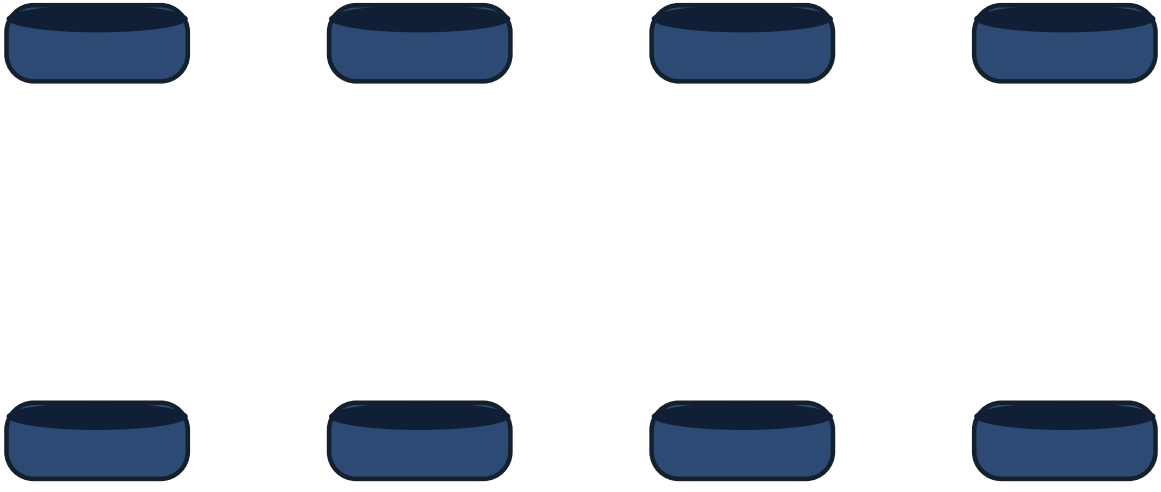
Pattern Play



The Arena From Above



Count the Balls!



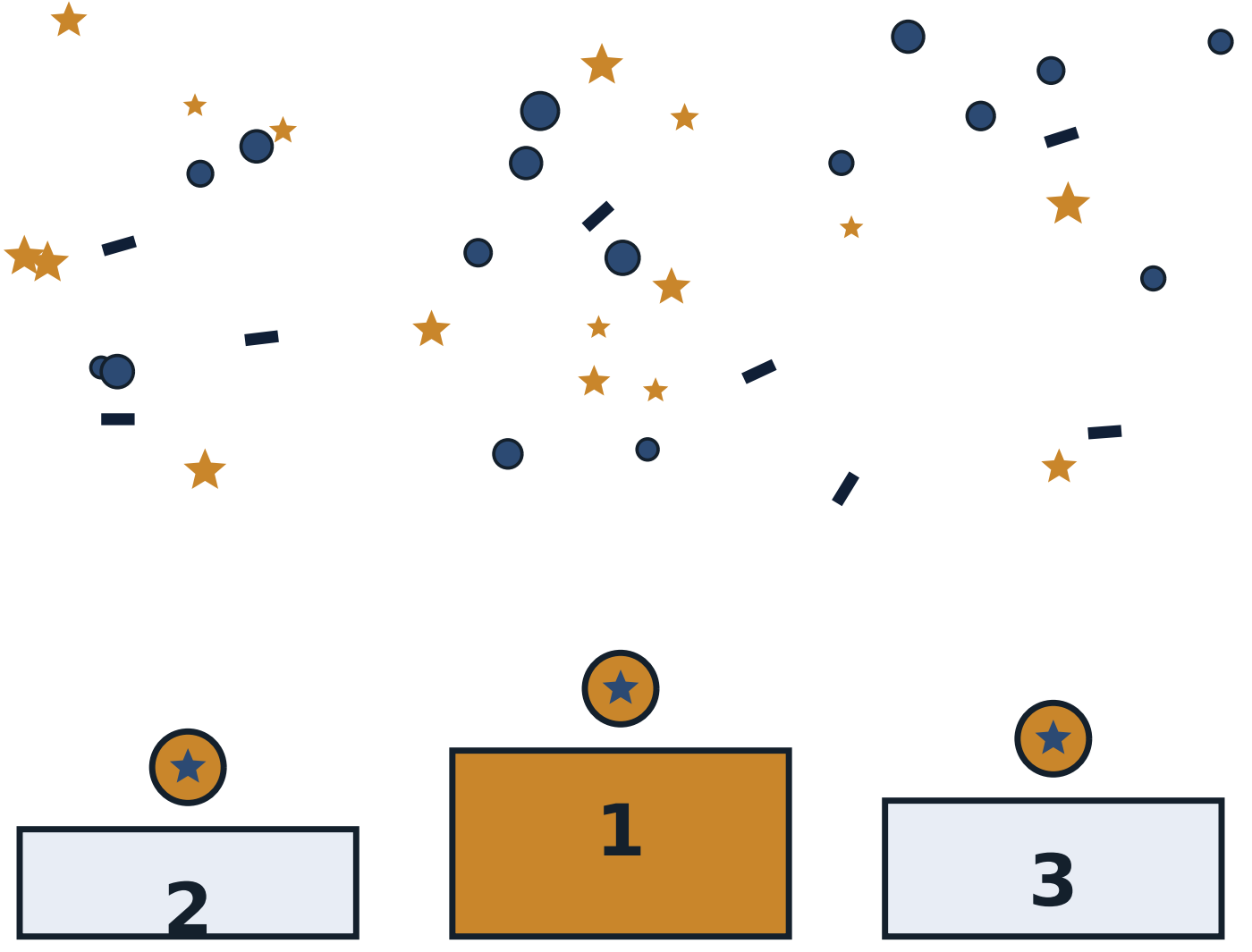
How many can you count? Write the number here: _____

My Favourite Part of Air Hockey

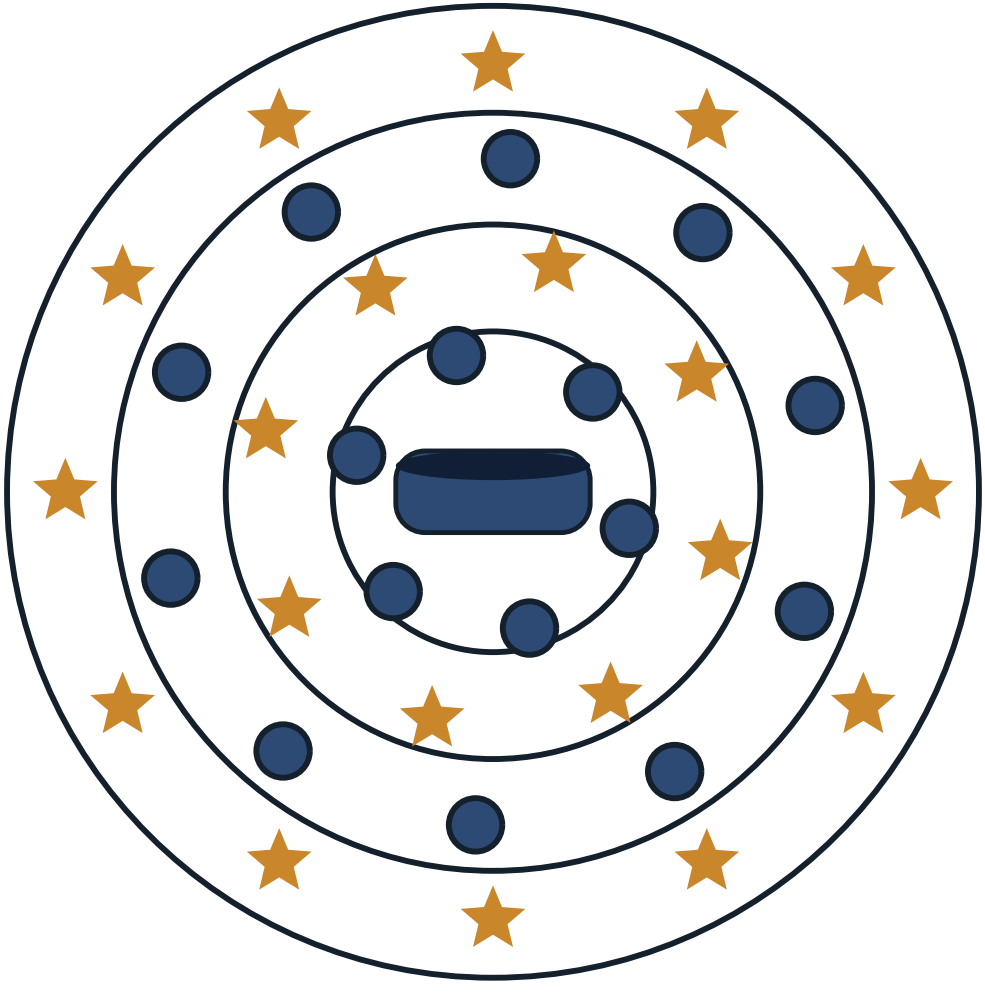
Gear Close-Up



Champions!



The Mandala of the Game



About This Book

Governing body: United States Air Hockey Association (USAA). Laws edition the site's rules file follows: USAA Official Rules of Air Hockey (Sections I–X, as published for USAA sanctioned play). Everything in this book comes from Sport on Earth's own verified sport files — the same words you can read on the sport's page at Sport on Earth. The illustrations are original artwork drawn by computer for this book series. They are not pictures of real players, real teams or anybody else's characters.

More Books in the Family

- The Cartoon Book of Esports
- The Cartoon Book of Chess
- The Cartoon Book of Fantasy Sports
- The Cartoon Book of RoboCup
- The Cartoon Book of Robot Combat
- The Cartoon Book of Subbuteo
- The Esports Colouring Book
- The Chess Colouring Book

My Notes

Air Hockey

The Cartoon Book of Air Hockey — a Sport on Earth Book.

Text from Sport on Earth's verified sport files. Illustrations: original programmatic artwork created for this series, including the site's own sport mark. No copyrighted characters, team logos or player likenesses appear in this book.

Collect the whole shelf: a cartoon book and a colouring book for every one of the 442 sports and games on Sport on Earth.

