THE CARTOON BOOK OF

GATEBALL



TARGET & PRECISION

SPORT ON EARTH

Sport on Earth Books · The Target & precision Family

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

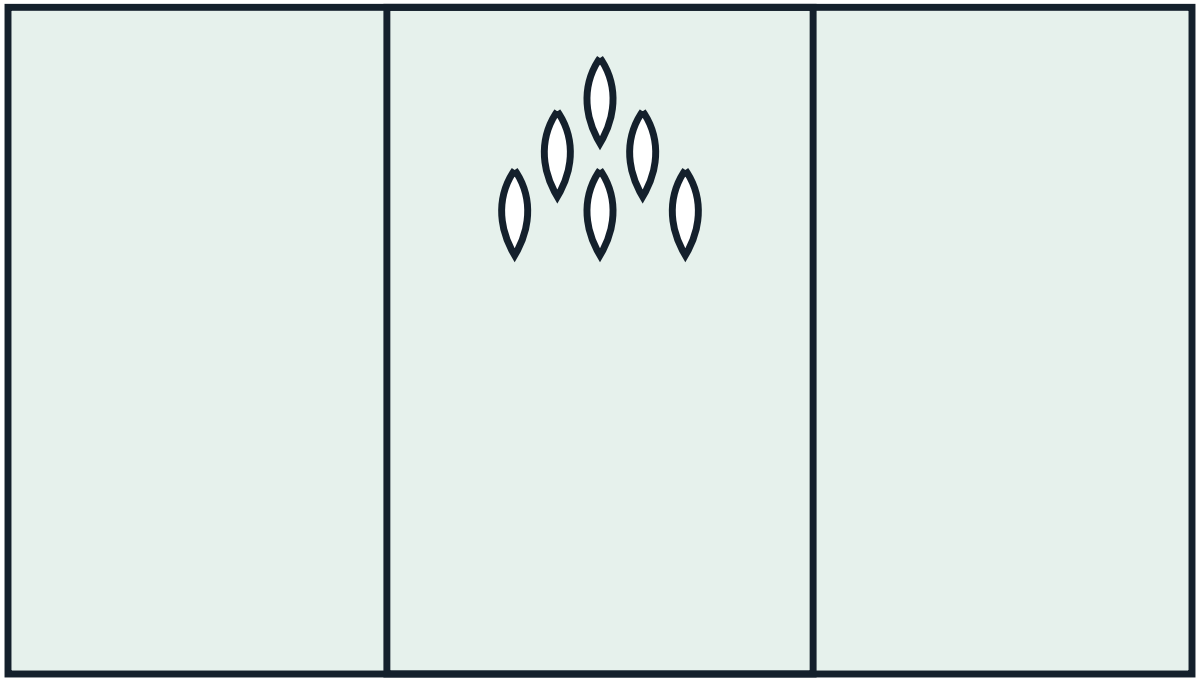
Meet Gateball!

Japanese croquet-style team game.



Where It Is Played

A flat rectangular court whose inner field is 15 m by 20 m, bounded by an inside line (5 cm wide in principle) with an outer field beyond it, three gates placed on the court and the goal-pole at its centre.



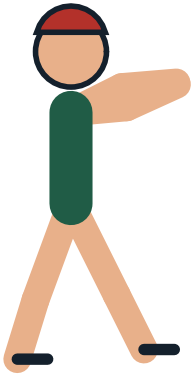
The Gear

A gateball stick (mallet) per player, ten balls (five red odd-numbered, five white even-numbered, 7.5 cm / 230 g), three gates and a goal-pole.



How It Starts

Take your numbered ball, wear your playing-order number, stroke from the start area for Gate 1 in turn order, and build points gate by gate toward the goal-pole.



How to Play

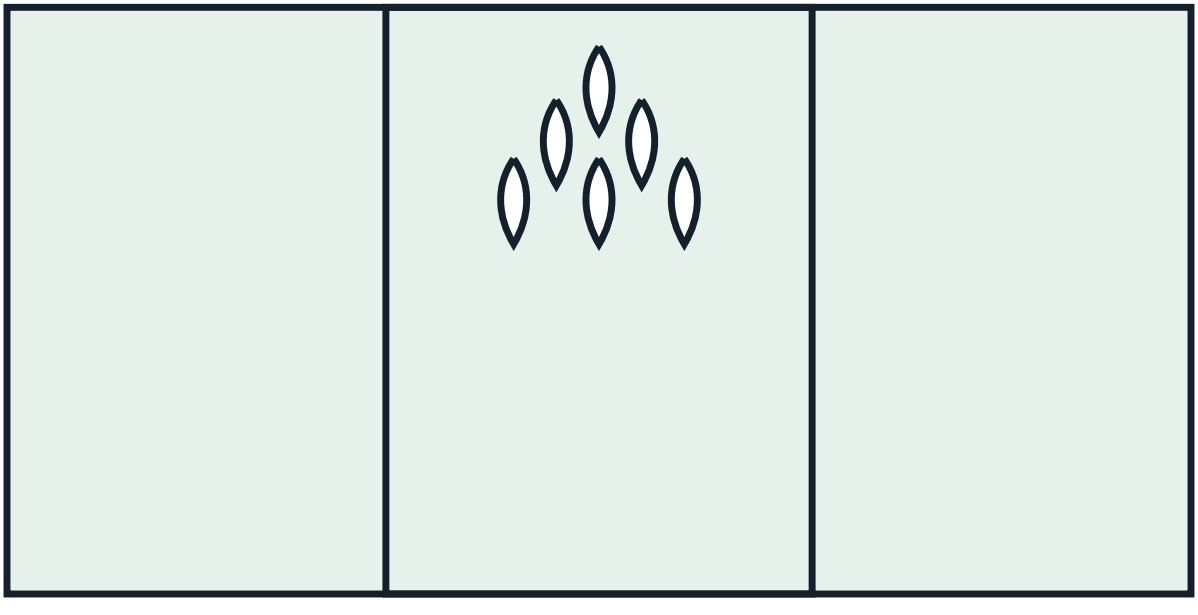
- Format: a match is two teams of five players; there are ten numbered balls — red balls carry the odd numbers 1, 3, 5, 7, 9 and white balls the even numbers 2, 4, 6, 8, 10 — and players stroke in numerical order, alternating teams.
- Duration: an official game lasts 30 minutes and the team with the higher total points at the end wins.
- Scoring: passing a ball through Gate 1, Gate 2 and Gate 3 in sequence scores 1 point for each gate (3 points in total).
- After the third gate, hitting the central goal-pole with the ball scores 2 more points and finishes that ball; a completed ball is worth 5 points, so a perfect team game is 25 points.

More of the Game

- Each player plays the same numbered ball throughout the game and starts by stroking from the start area toward Gate 1; a ball that fails to pass Gate 1 tries again in the next round.
- Touch and sparking: when the stroker's ball touches another ball it is a touch; if both balls stay inside the inside line the stroker earns a spark — placing the stroker's ball against the touched ball and stroking it away — as an extra stroke.
- Balls are synthetic resin, 7.5 cm in diameter (±0.7 mm) and 230 g (±10 g); the stick shaft must be at least 50 cm long and its head 18–24 cm long with a face 3.5–5.0 cm in diameter.
- Gates are inverted-U rods 1 cm in diameter set with an inner width of 22 cm and height of 19 cm; the goal-pole stands in the centre of the court with 20 cm above the surface.

The Shape of a Match

A 30-minute mallet team game, 5 v 5, stroking numbered balls in order 1–10 through three gates in sequence and finally onto the goal-pole; most points wins.

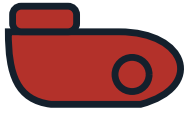


More of the Target & precision Family

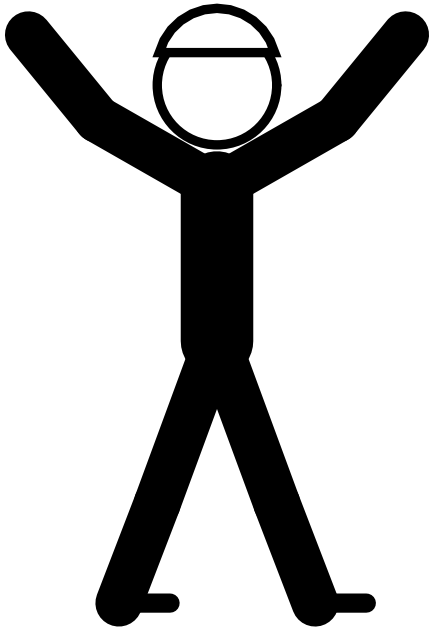
- Golf — Strike a ball into a series of holes in the fewest strokes. A round is typically 18 holes.
- Darts — Throw darts at a board; the PDC circuit is hugely popular in Europe.
- Snooker and Pool — Cue sports with a pro world tour for snooker.
- Ten-pin Bowling — Roll a ball to knock down pins.
- Disc Golf — Golf played with flying discs and baskets.
- Archery — Target shooting with bows, an Olympic sport.

A Note on the Rules

Gateball is governed by the World Gateball Union under the code Tomoaki Honma's tradition formalised in post-war Japan: croquet-derived gates and peg, strict turn order and time limits — a code so precision-built that it has needed little change. No major documented rule change is carried for gateball.

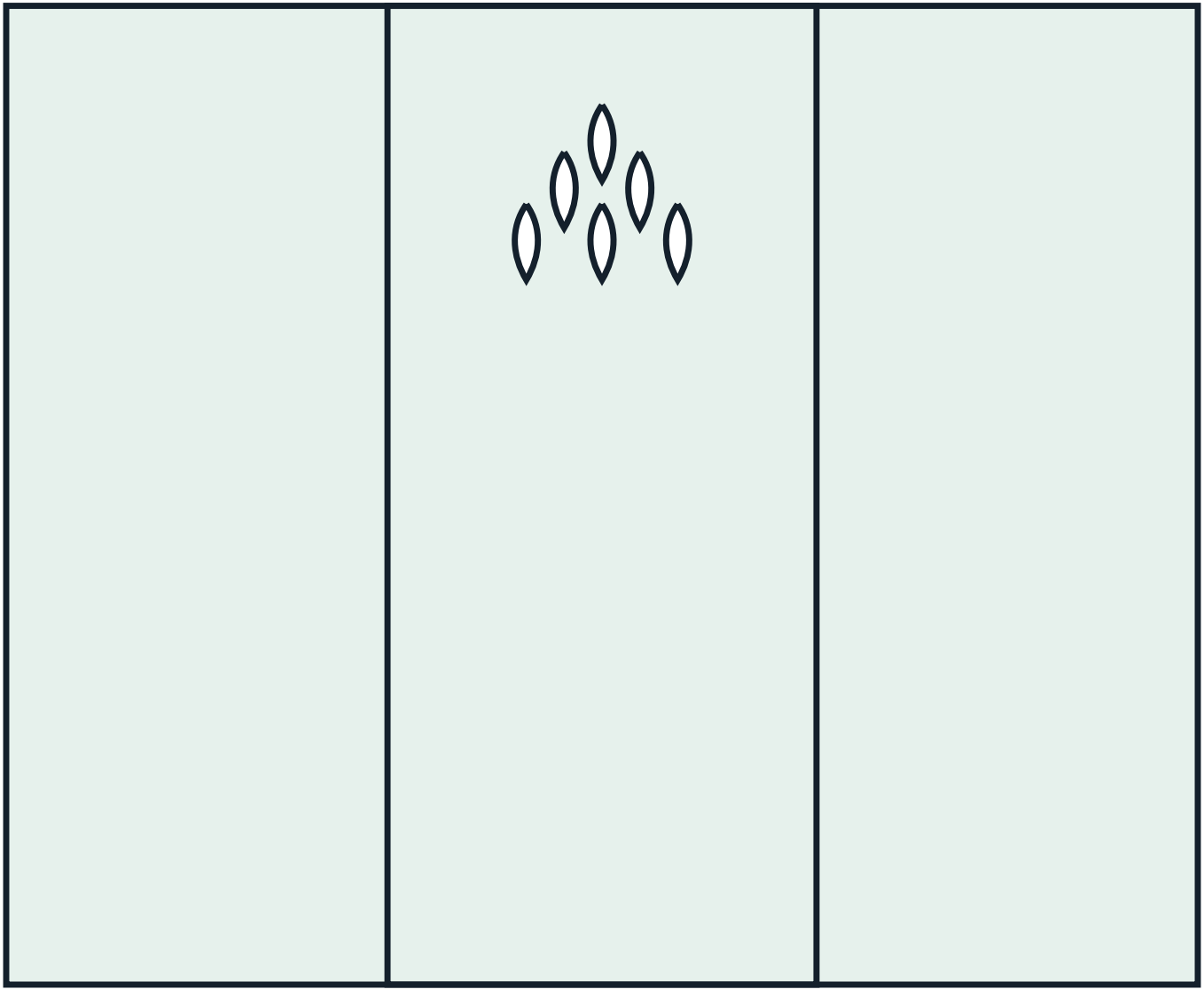


Colour the Action

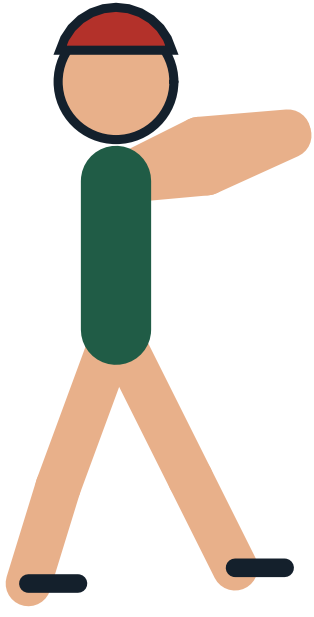


Psst — this page is a colouring page!

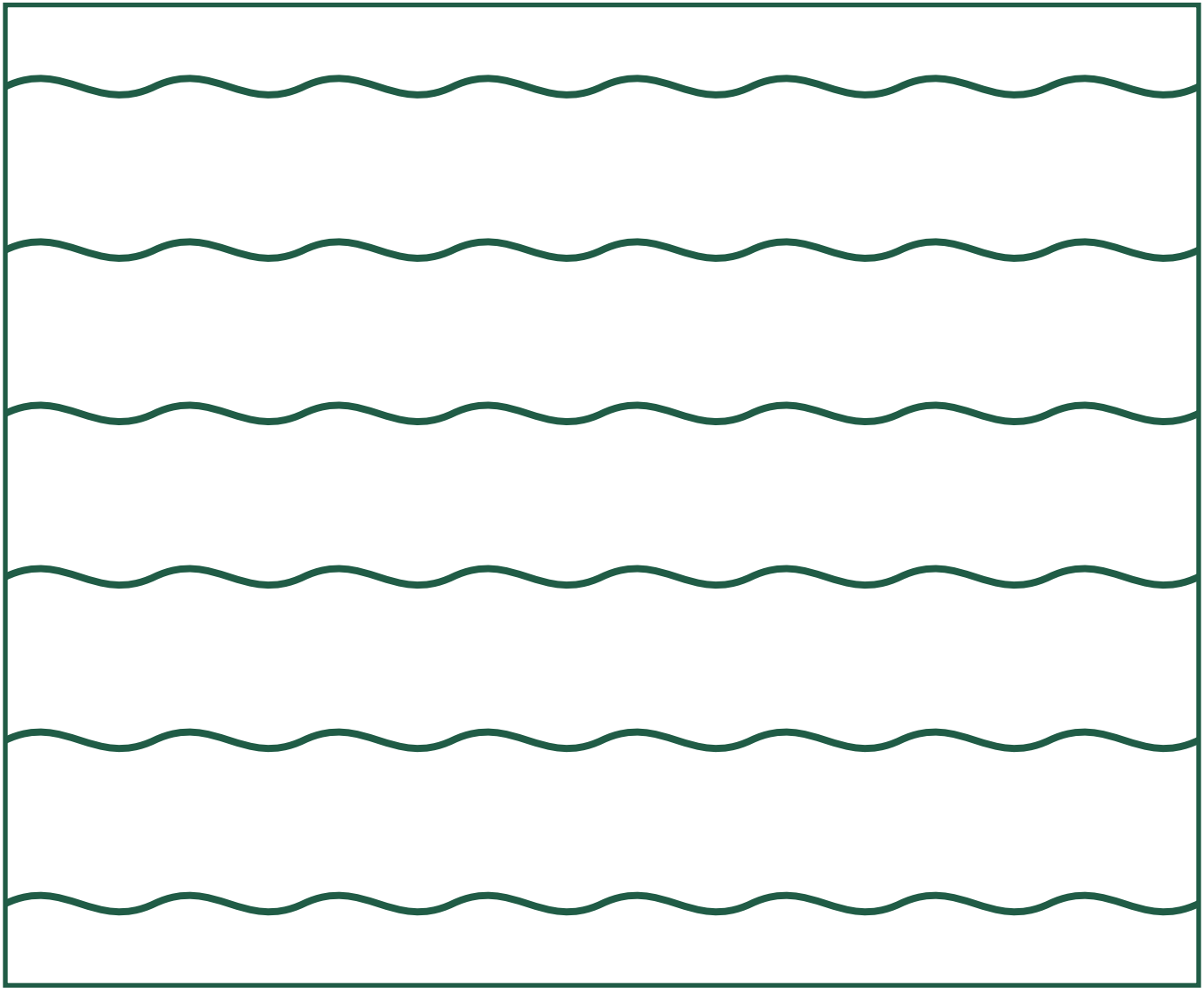
The Sport Today



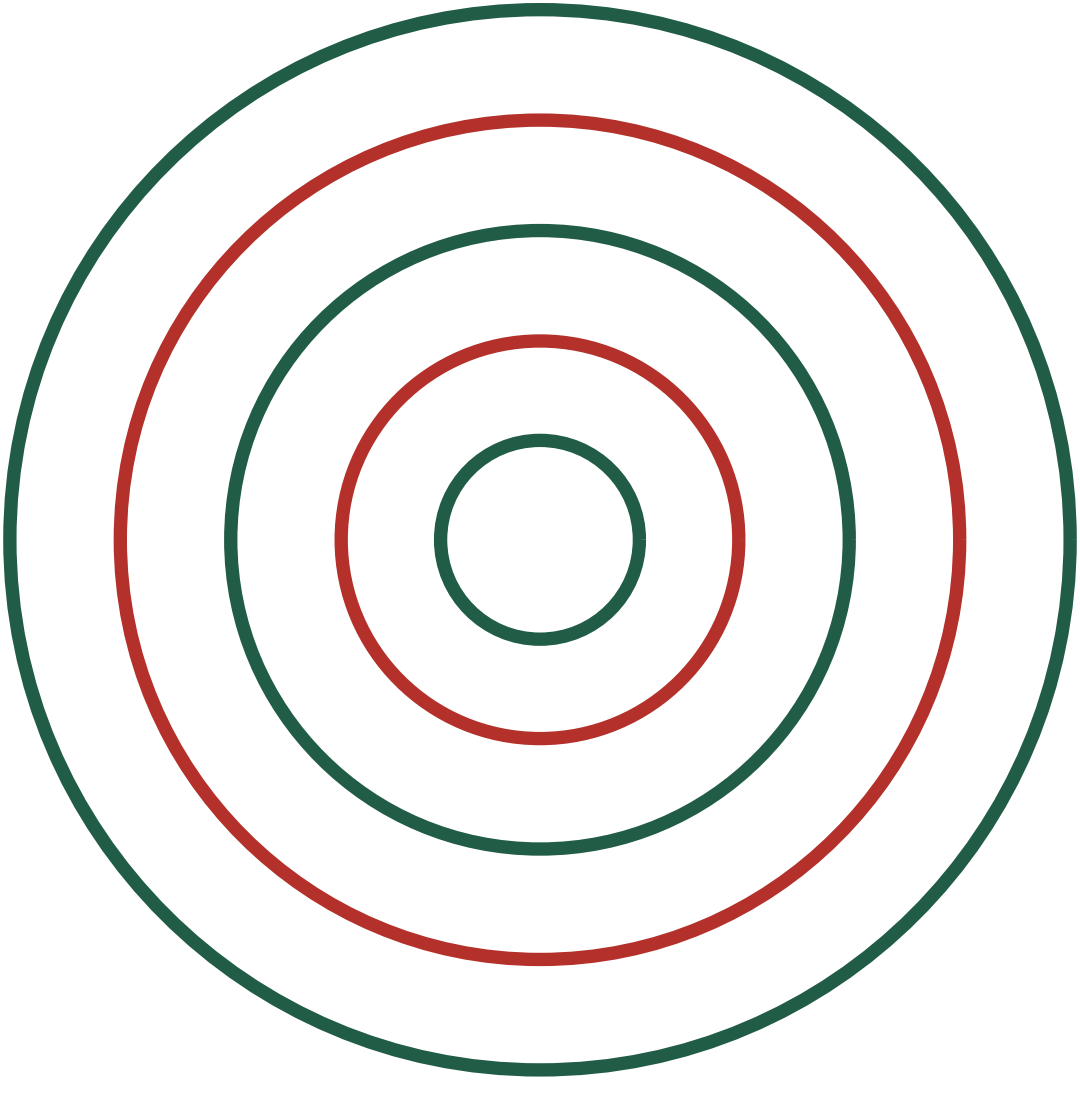
At School and College



Play It Near You



Through the Year

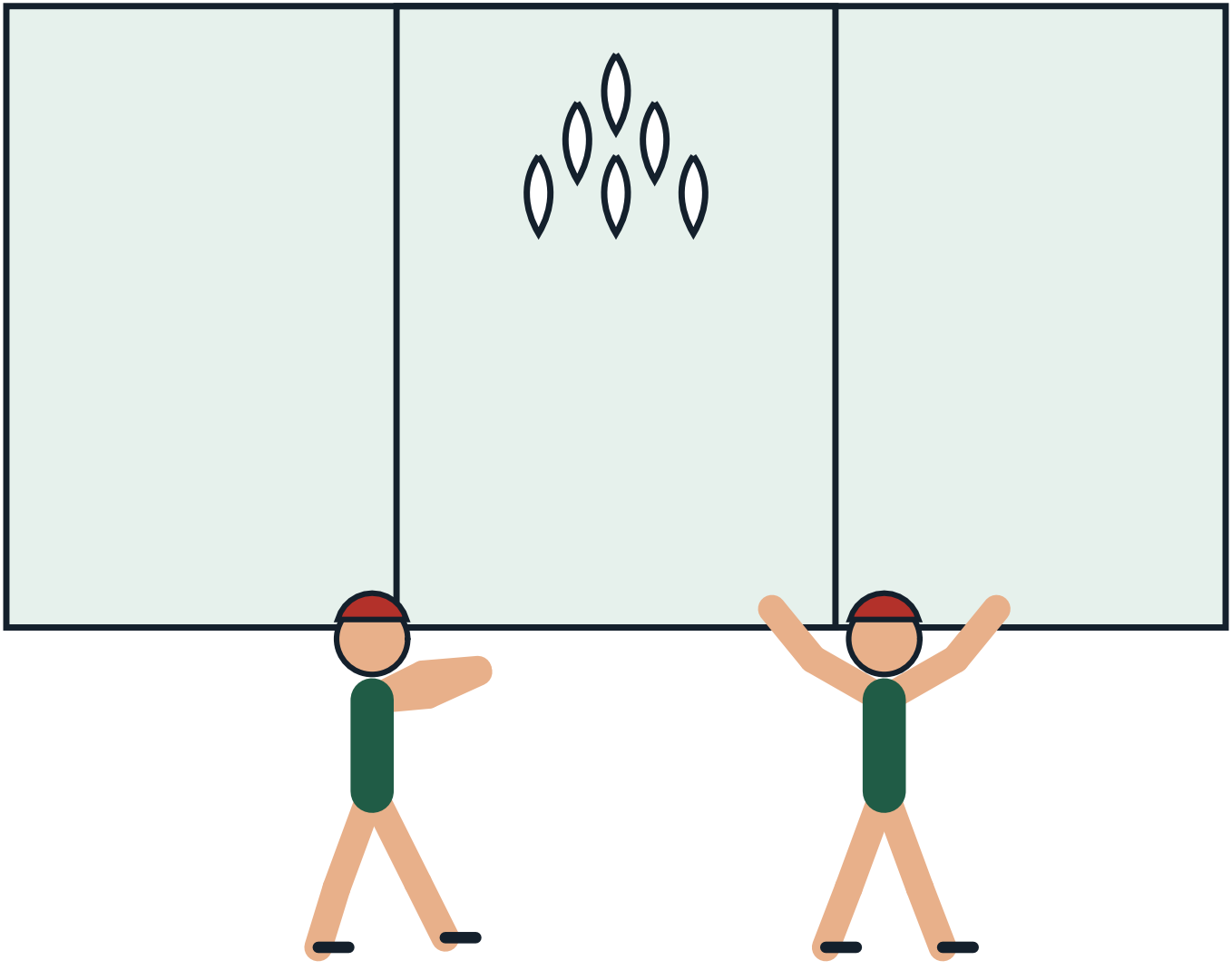


The Target & precision Family

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.

- Golf — Strike a ball into a series of holes in the fewest strokes. A round is typically 18 holes.
- Darts — Throw darts at a board; the PDC circuit is hugely popular in Europe.
- Snooker and Pool — Cue sports with a pro world tour for snooker.
- Ten-pin Bowling — Roll a ball to knock down pins.
- Disc Golf — Golf played with flying discs and baskets.

Game Day!

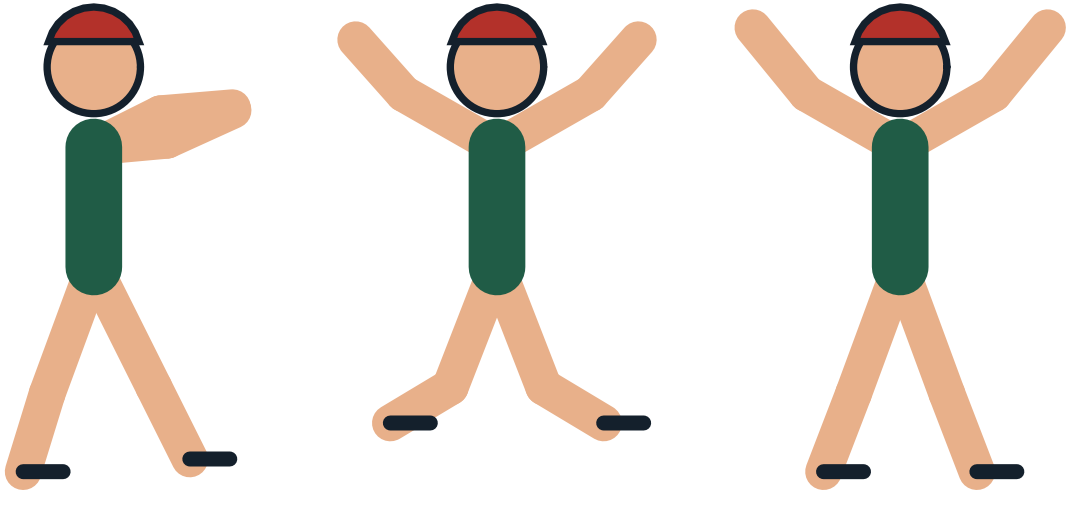


The Sport on Earth Mark

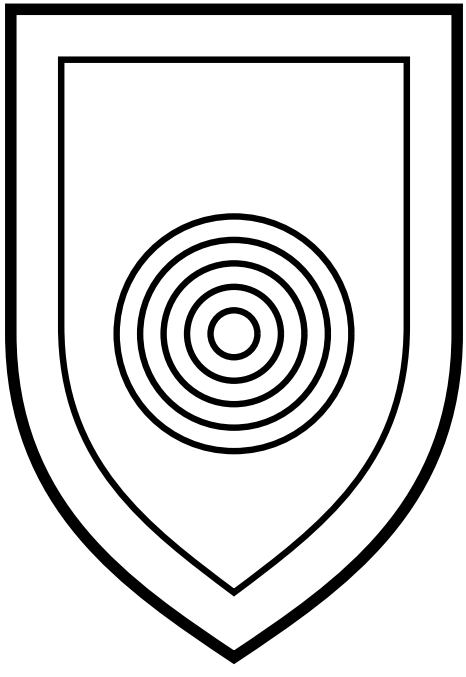
Every sport on Sport on Earth carries its own original mark, drawn for the site. Here is this sport's.



Moves of the Game



Design a Badge

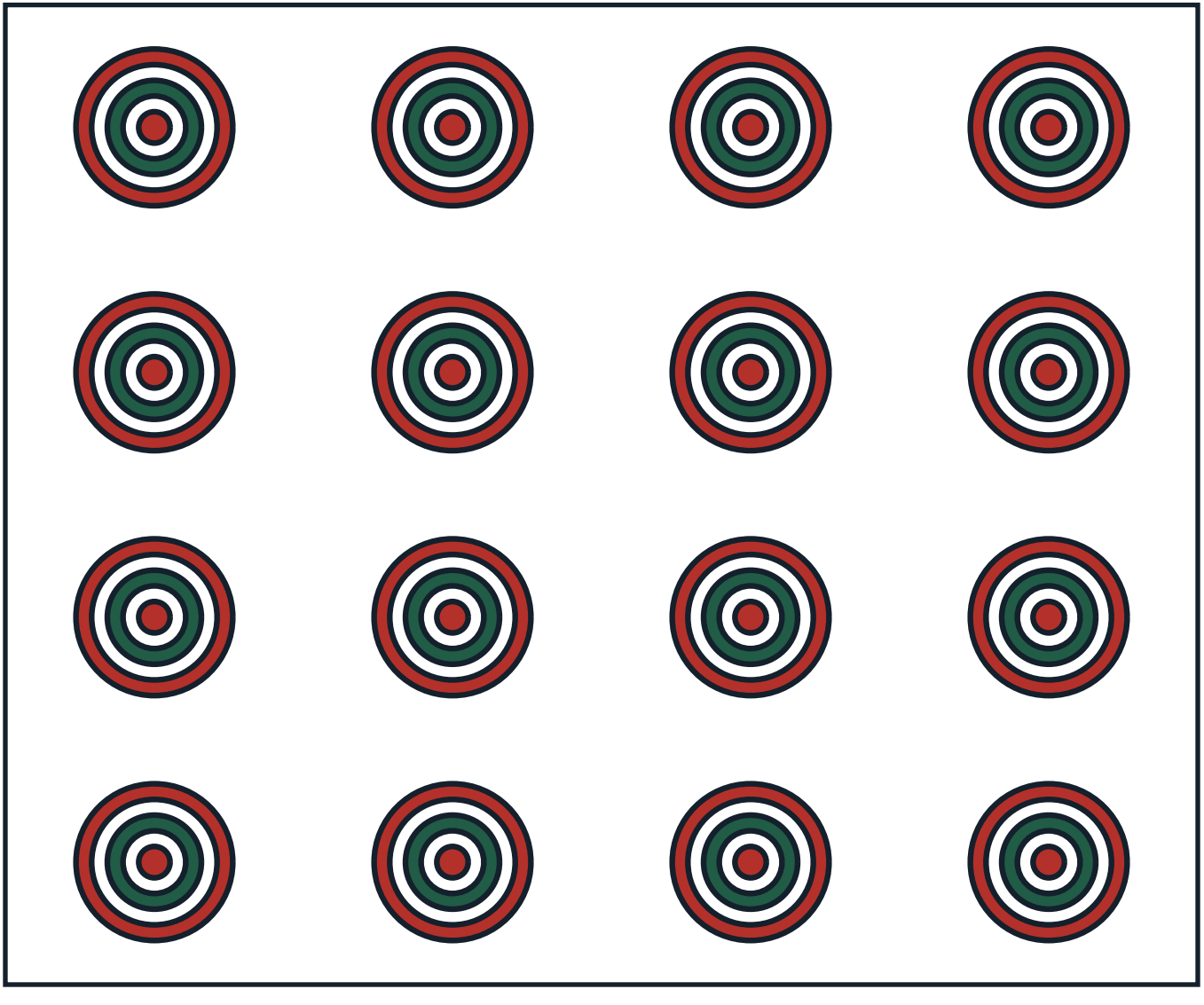


Draw and colour a badge for your own team.

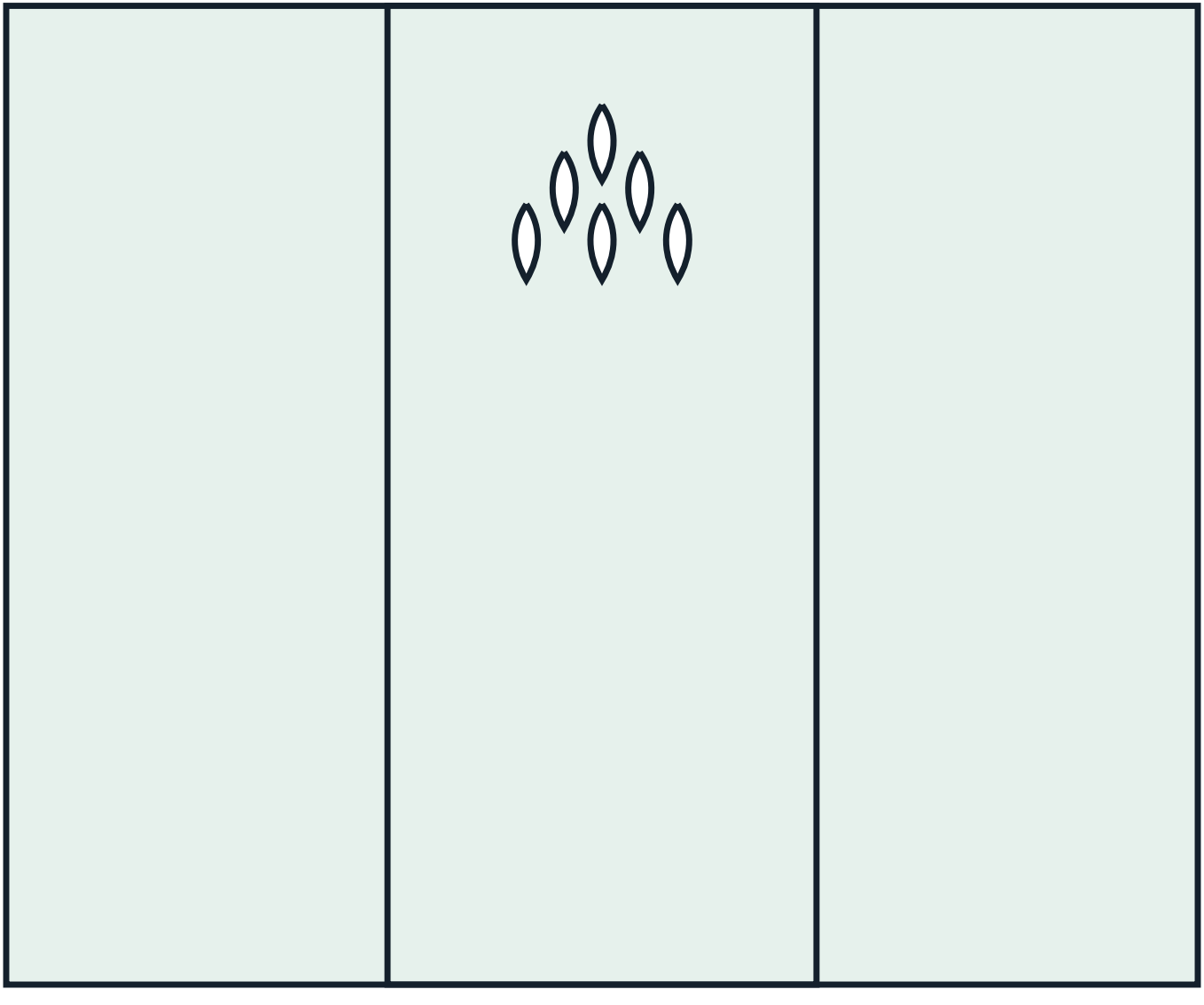
The Gear Parade



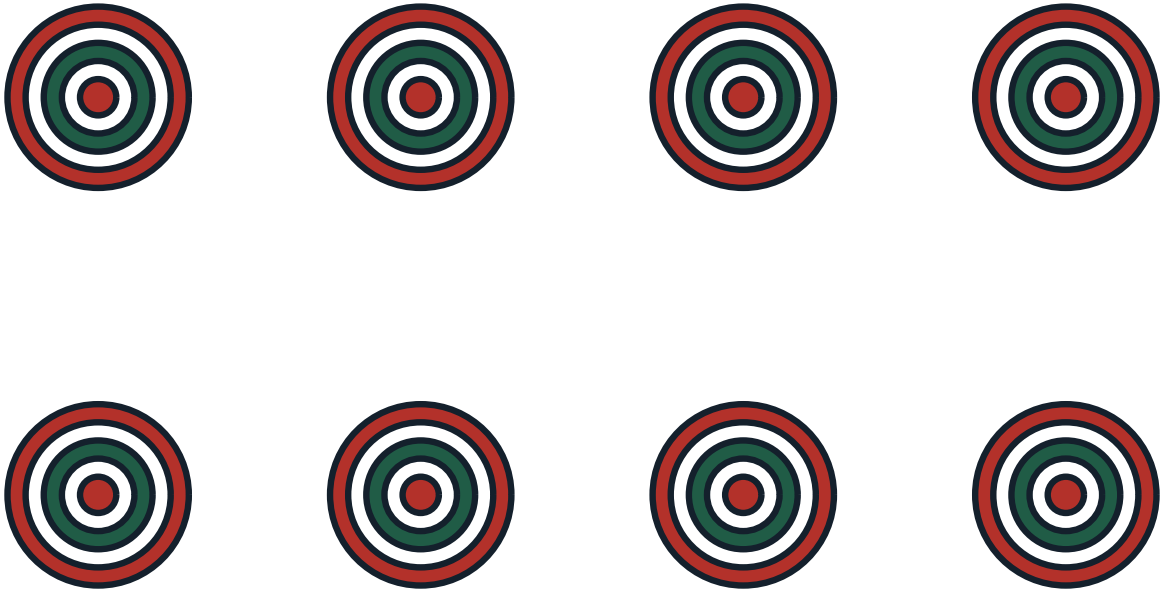
Pattern Play



The Arena From Above



Count the Balls!



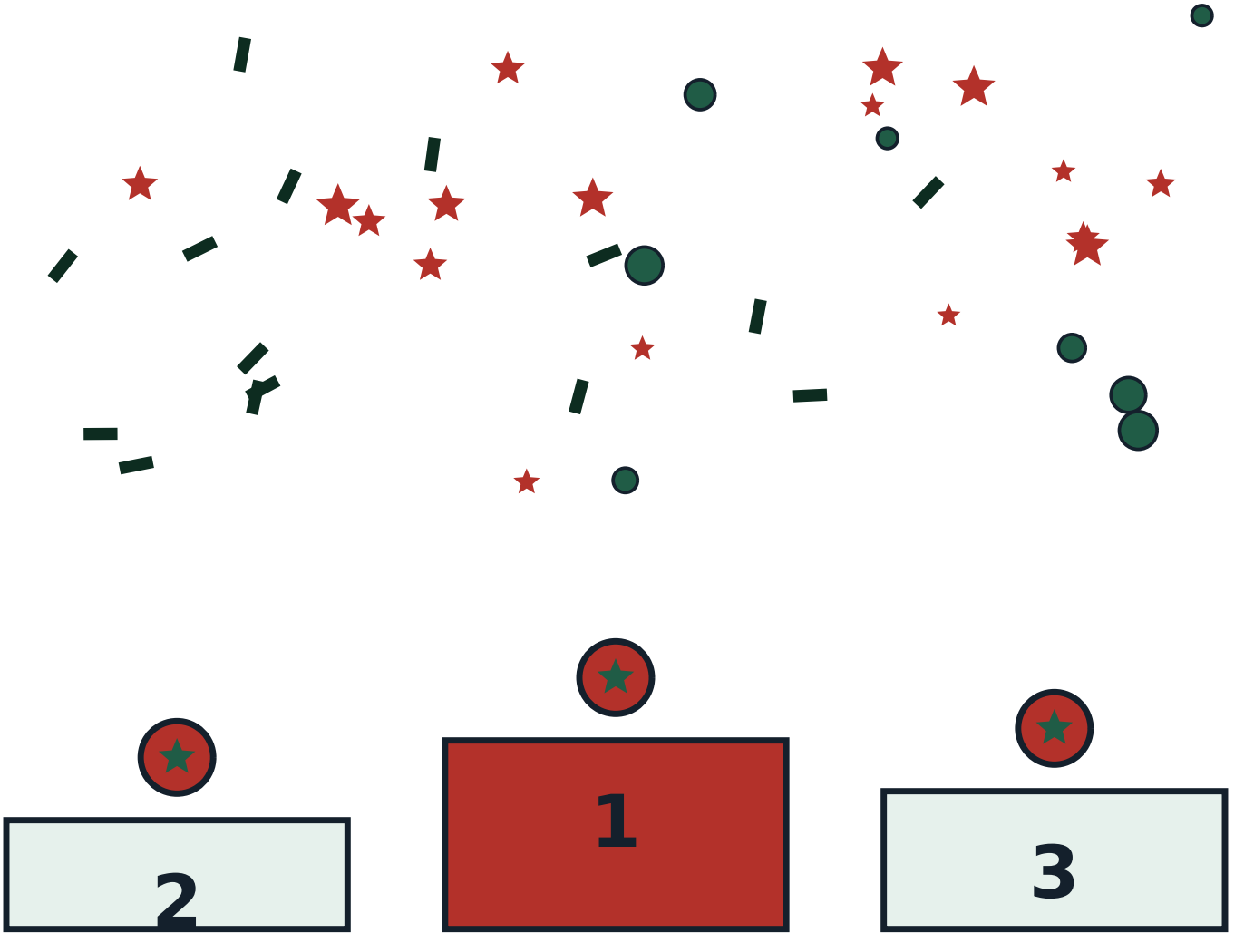
How many can you count? Write the number here: _____

My Favourite Part of Gateball

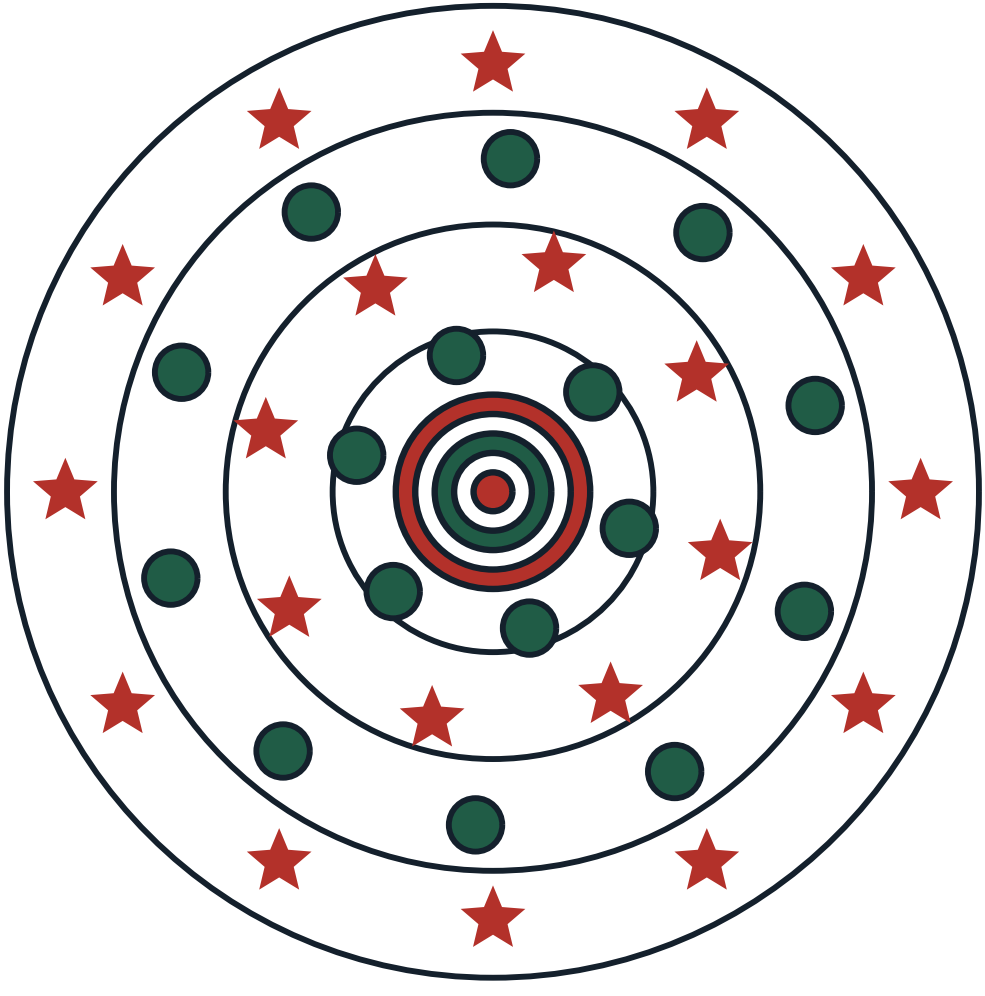
Gear Close-Up



Champions!



The Mandala of the Game



About This Book

Governing body: World Gateball Union (WGU). Laws edition the site's rules file follows: Official Gateball Rules 2025 (Official International GTBL Rules, revisions effective 1 April 2025). 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 Golf
- The Cartoon Book of Darts
- The Cartoon Book of Snooker and Pool
- The Cartoon Book of Ten-pin Bowling
- The Cartoon Book of Disc Golf
- The Cartoon Book of Archery
- The Golf Colouring Book
- The Darts Colouring Book

My Notes

Gateball

The Cartoon Book of Gateball — 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.

