



RECREATIONAL SERVICES

Intramural Rulebook



Foosball

Foosball Rules

1. To Start a Match

- a) A coin flip shall precede the start of the match. The team that wins the flip has the choice of table side or first serve. The team that loses the flip has the remaining option.
- b) Once a team has chosen either the table side or the first serve, they may not change their decision.
- c) The match officially starts once the ball has been put into play.

2. To Win a Match

- a) To win the match a player must win 3 out of 5 games.
- b) To win a game a player must score 10 goals.

3. The Serve

A serve through the serving hole is used to put the ball into play at the start of the match, after a point is scored, or after a ball leaves the table. The server may attempt to influence the roll of the ball, but may not allow any part of either hand to be in the play area once the ball hits the playfield.

- a. The play area shall be defined as the area above the playing surface to the height of the side boards of the cabinet.
- b. Prior to serving the ball, the server may place either hand in the play area in order to position the ball. However, no part of either hand may be in the play area at the moment the ball is released into play.
- c. If the ball hits the playfield while any part of the server's hand is in the playing area, the serve shall be considered illegal. This includes any finger used to push the ball through the serving hole.
- d. The ball may not be struck by either team following a serve until it has touched the playfield, at which time the ball is considered to be "in play" and the time limits start.

- e. Spinning the ball shall be allowed in order to influence the serve, however, no point shall be scored by the serving team unless the ball is struck by one of the serving team's figures.
- f. The server must not serve the ball until he has the assurance that the opposing team is ready for play to begin. The server can signify that play is about to begin by tapping the ball on the side of the table.

If the server has tapped the ball, and the opposing team is holding their handles, the opposing team shall be deemed to be ready for play (unless they have specially stated before the ball hits the playing surface that they are not ready yet).

- g. On the first violation of any part of this rule, the ball shall be re-served by the original server. Subsequent violations, however, shall result in the ball being put into play by a server of the opposing team.

If the ball is incorrectly served, but the server has not violated any part of these rules, the ball is considered in play. In particular, the player may not reach into the play area to re-serve the ball (see 16).

4. Subsequent Serves

Following the first serve of a match, subsequent serves shall be made by the team last scored upon. First serves in subsequent games of a multi-game match shall be made by the team which lost the preceding game.

- a) If the ball is served by the wrong team, and the violation is discovered before the ball is scored, play shall be stopped and the ball shall be re-served by the proper team. Once the ball is scored, no protests shall be allowed, and play shall continue as if no infraction had been committed.
- b) If a team receives the serve because the opposing team is being penalized for a rules infraction, and if, after the ball is served, it goes dead or leaves the table and must be re-served, it shall be re-served by the team who originally served it prior to the infraction.

5. Ball in Play

Once a ball is put into play by the server (see 2), it shall remain in play until the ball is hit off the table, a dead ball is declared, time out is called, or a point is scored.

6. Ball Off the Table

If the ball should leave the playing area and strike the scoring marker, top of the side rails, cabinet ends, or any object that is not a part of the table, the ball shall be declared off the table. The ball should be put back into play with a serve by the team which originally served that ball.

A ball entering the serving cup and then returning to the playfield is still considered "in play."

7. Dead Ball

A ball shall be declared a dead ball when it has completely stopped its motion and is not within reach of any player figure.

- a. If the ball is declared dead between the goal and two-man rods, it shall be put back into play by placing the ball in the corner nearest the spot of the dead ball and releasing it into play from rest.
 - 1) The goalie must have the assurance that the opposing team is ready for play to continue before putting the ball back into play in this manner (see 2.6). Furthermore, the goalie must then move the ball from one player figure to another one and then stop the ball for a full second before the motion of a shot or pass may begin.
 - 2) The time limits begin one second after the ball touches the second man.
- b. If the ball is declared dead anywhere between the two-man rods, it shall be put back into play with a serve by the team that originally served that ball.
- c. A ball that is spinning in place is not considered to be a dead ball.

- d. A ball that is intentionally made dead in order to advance the ball or reset the time limits shall be given to the opposing team for a re-serve (example: the two-man placing the ball just out of reach in order to re-serve the ball).
- e. The penalty for illegally putting the ball back into play (as in 6.1) is the opponent's choice of either continuing play from the current position or re-serving the ball. This includes the cases where a player either loses the ball or scores on himself before the ball has been put back into play.

8. Point Scored

A ball entering the goal shall count as a point, as long as it was legally scored. A ball which enters the goal but returns to the playing surface and/or leaves the table still counts as a goal.

If a point is not counted on the scoring markers and both teams agree that it was previously scored and inadvertently not marked up, the point shall count. If both teams do not agree that a point was scored and not marked up, after another ball is scored, that point shall not be counted.

9. Table Sides

At the end of each game, teams must switch sides of the table before play of the next game can begin. A maximum of 60 seconds is allowed between games.

- a. Either team can request the full 60 seconds. If both teams acknowledge that they are ready to resume play before the full time is used, play shall continue and the remainder of that 60 seconds is then forfeited.
- b. If a team, is not ready to play at the end of the 60 second period, that team shall be charged with delay of game.

10. Change of Positions

In any doubles event, each player may play only the two rods normally designated for his position. Once the ball is put into play, the players must play the same position until a point is scored, a team requests a time out, or a technical is called.

- a. Either team may switch positions during a time out, between points, between games, or before and/or after a technical foul shot.
- b. Once a team has switched positions, they may not switch back until after the ball has been put back into play or another time out has been called.

A team is considered to have switched positions once both players are in their respective places facing the table.

- c. Illegally switching positions while the ball is in play will be judged a distraction.

In any doubles event any player placing their hand on any rod normally designated as one played by their partner while the ball is in play shall be judged as a distraction violations.

11. Spinning the Rods

Spinning of the rods is illegal. Spinning is defined as the rotation of any soccer figure more than 360 degrees before or after striking the ball. In calculating the 360 degrees, you do not add the degrees spun prior to striking the ball to the degrees spun after striking the ball.

A ball which is advanced by an illegal spin is replayed as follows: If the ball goes in the goal, then it will not be counted as a point and will be put back into play by the goalie as if the ball had been declared a dead ball between the goal and the nearest two-man rod.

If the ball does not go in the goal, the opposing team will have the option of continuing play from the current position or re-serving the ball.

- a) Spinning of a rod which does not advance and/or strike the ball does not constitute an illegal spin. If a player's spinning rod hits the ball backwards into his own goal, it will count as a goal for the opposing team. Spinning of a rod away from the ball (when there is no possession) is not considered an illegal spin, but may be ruled as a distraction.

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A ball is considered to have advanced once it is out of reach of

the playing figures on that rod whether it went forward or backwards. In the case of the goalie area, a ball is considered advanced once out of reach of the two bar and beyond the goalie area.

- b) If an ungrasped rod is spun by the force of a ball hitting a player figure on the rod, the spin will be considered legal (example: a two-man shot in singles hitting the three-man).

12. Jarring

Any jarring, sliding, or lifting of the table shall be illegal. Whether or not the table jarring is done intentionally is of no consequence. This call must be made by an official. It is not necessary for a player to lose the ball for jarring to be called on his opponent.

The penalty for violation of this rule:

First offense - the opposing team has the option of continuing play from the current position, continuing play from the point of infraction, or re-serving the ball. If an illegal jar causes the player to lose possession of the ball from a rod, play may be continued from that rod.

Subsequent violations - Technical foul. After the technical shot the non offending team continues to have the options listed under First Offense.

- a) Touching or coming into contact with your opponent's rods in any way shall be penalized exactly like jarring, sliding, or lifting.
- b) Jarring of the table may be called even if the ball is not in play. In particular, slamming the rod after the shot may be considered jarring.

13. Reset

If a player has the ball stopped and set up to shoot or pass, and the ball is unintentionally moved due to jarring by the opponent, the official present will call "reset" and he will reset all time limits. The player with the ball has the option of setting the ball up again, or ignoring the reset call and playing the ball where it is.

- a) Any movement of the ball, no matter how slight, may be considered grounds for a reset (example: a ball rocking in place).
- b) A reset is not considered a distraction, and the player with the ball may shoot immediately. The defensive team should not, therefore, relax or look at the official upon hearing the word "reset," but rather should stay on defense.
- c) A reset call does not count as jarring infraction, however, repeated offenses may be grounds for the official present to call a technical foul on the defensive player causing the reset.
 - 1) A reset violation behind the ball shall not be considered a reset violation. It shall be considered a jarring violation. (Example: if the opposing forward is judged to have reset his opponent when the opponent has the ball on the 3 rod.)
 - 2) An intentional reset by the team in possession of the ball for the purposes of attempting to get a reset call from the official shall not be allowed. The team judged to be in violation of this rule shall lose possession of the ball, the ball to be reserved by the other team. (This is not counted as a reset.)
- d) A team is allowed one reset call per game. After that, a team causing two resets during the same point will be charged with a technical foul.
 - 1) If a technical foul is called for excessive resets, the next reset call shall not result in a technical foul.
 - 2) Resets are charged per-team and not per-player.
- e) If the defender intentionally jars the table, this will not be considered a reset, and jarring will be called immediately.

14. Reaching Into the Playing Area

It is illegal for a player to reach into the play area while the ball is in play without first having permission from the opposing team, whether he touches the ball or not. However, whenever the opposing team grants a player permission to reach into the playing area, it is legal for the player to do so.

- a) A spinning ball is considered "in-play," even if it is not in reach of a player figure. It is illegal to reach into playing area to stop a spinning ball, even if done for an opponent.
- b) A ball which becomes airborne over the table is still in play until it has hit something not a part of the playing area. Do not catch a flying ball over the table.
- c) A ball which has gone dead is considered out of play. The ball may be freely touched once permission has been granted by the official, or if no official is present, by the opposing team.

There is no penalty for touching the ball after it is dead, regardless of whether or not permission was given to touch the ball.

- d) A player may wipe shot marks off any part of the table while the ball is not in play. He does not need to ask permission of the opposing team.
- e) The penalty for violation of this rule is as follows:
 - 1) If the player has possession of the ball, and the ball is stopped - loss of possession to the opposing team.
 - 2) If the ball is moving in the player's goal area behind the two-man rod - a point is scored for the opposing team, and the ball is re-served as if it had gone in the goal.
 - 3) Any other case - technical foul.

15. Alterations to the Table

- a) Playing area - no changes can be made that would affect the interior playing characteristics of the table by any player. This includes changes to the men, playing surface, bumpers, etc.
 - 1) A player cannot wipe sweat or spit or any foreign substance on his hand before wiping ball marks off the table.
 - 2) Wiping rosin on the table is illegal.
 - 3) Any player using a substance on their hands to improve their grip, for example, must make sure that this substance does not get on the ball. If this does occur, and the substance is judged to affect the play of the ball (Example:

a ball coated with rosin) that ball and any others in the table similarly affected shall be cleaned immediately and the team judged to have caused this to occur shall be penalized for delay of game and warned that if this occurs again during the match they will be prohibited from using the substance.

- b) Handles - in regard to the use of substances to improve grip, if a player uses a substance that, upon switching tables sides, has left a deposit on the handles, he must immediately clean the handles.
 - 1) If the time necessary to remove the substance exceeds 60 seconds, the player will be penalized for delay of game, and the player will be prohibited from using the substance again.
 - 2) A player may not place a tube or handle on the table exterior that inhibits the motion of the rods (example: for limiting the motion of the goalie rod).
 - 3) A player may not switch the handles on the exterior of the tables.
- c) A request to change balls before the start of the match must be approved by the official present or the Tournament Director. The request will be granted only if the playing characteristics of the existing balls are significantly different from the standard.
 - 1) New ball - a player may not ask for a new ball while the ball is in play. During a dead ball, however, a player may request a new ball from the rack inside the table. Such a request will generally be granted, unless the official present judges that such a request is made simply for the purpose of stalling play.
 - 2) A player requesting a new ball while the ball is in play shall be charged with a time out, unless the official present judges the ball to be unplayable, in which case no time out will be charged.

- d) Unless otherwise specified, penalty for violation of any part of this rule may be grounds for a technical foul.

16. Distractions

Any movement or sound made away from the rod where the ball is in play may be judged as a distraction. No point made as a result of a distraction will count. If a player believes he is being distracted, it is his responsibility to call for an official.

- a) Banging the five-man rod or any rod prior to, during, or after a shot is considered a distraction. Moving the five man slightly after the shot has started is not considered a distraction, however.
- b) Talking between teammates while the ball is in play may be judged a distraction.
- c) It is not considered a distraction, when passing, to move the catching rod as part of a fake. Excessive motion, however, is grounds for a distraction.
- d) It is considered a distraction, after setting up a shot, to remove a hand from the handle and then shoot the ball. The ball may only be shot after both hands are on the handles for a full second. Penalty for distraction - if a shot is scored as a result of a distraction by the offensive team, the point will not count and the opposing team will re-serve the ball. In all other cases, the opposing team has the option of continuing play from the current position, continuing play from the point of infraction, or re-serving the ball. Subsequent violations may be grounds for a technical foul.

17. Passing

- a) A pinned ball on the 5 man cannot be directly advanced to the 3 man rod of the same team. It must touch at least two player figures as it is put into the motion of a pass. A pinned ball is on that is pinned to the wall or playfield.
 - 1) A ball whose motion has clearly stopped may be legally passed if this pass is immediate. Any hesitation before the pass and the pass shall be declared illegal. Once a ball has

clearly stopped and is not immediately passed it must then touch at least two player figures before it can be legally passed

- 2) Changing the lateral speed or direction of the ball from the front or back of the man prior to passing the ball is considered to be an adjustment and is illegal. Changing the speed or direction of the ball from the side of the man is legal.
- 3) An accidental stub or squib pass is legal. However, if a ball is stubbed or squibbed by a player figure, released, and then passed by that player figure before striking another player figure on that same rod, it is illegal.
- b) A pinned or stopped ball may be shot on goal, to be considered a shot, the ball must either go into the goal, be blocked by the opposing goalie's men, or hit the back wall. If the attempted shot is blocked by the opposing five-man rod and then caught by the shooter's three-man, it shall be declared an illegal pass.
 - 1) If a pinned or stopped ball from the five-man is shot on goal, and the ball hits the shooter's three-man row, then the shot would be legal, provided the ball was not caught by the three-man.
 - 2) A caught ball is defined as a ball that is in the possession of a rod long enough for a controlled pass or shot to be attempted (examples: pick-up and quick shots).
- c) Before attempting a pass from the five-man rod, the player cannot make the ball strike the side wall of the table more than twice. It makes no difference which wall the ball touches - a total of two times is all that is allowed. If the ball goes to the wall a third time, it must be advanced in the motion of a pass or shot.
 - 1) Defensive trap - if an opponent's pass or shot is stopped by trapping it against the side wall, that does not count as one of the two times allowed to touch the wall by the player who made the trap and is now in possession of the ball on his five-man rod.

- 2) Once the ball has touched the wall, it will not be counted as hitting the wall again until the ball has rolled off the side strip (if present on the table).
- d) It is legal to have just one hand on the rods when playing defensive (example: right hand on defensive five-man). It is also legal to use two hands to move a rod (example: defensive five-man).
- e) Penalty for an illegal pass - if a team violates the above rule of passing; the opposing team has the option of continuing play from the current position or re-serving the ball.

18. Technical Fouls

If, in the judgment of an authorized tournament official, either team competing in a match is at any time in flagrant or intentional violation of these rules of play, a technical foul may be called on the offending team.

- a) When a technical foul is called, play shall stop and the ball awarded to the opponents of the offending team at its three-man rod. One shot will be taken after which play shall stop. If it scores or not, the ball shall be put back into play at the spot it was when the technical was called. If the ball was in motion, it will be put back into play as if it had been declared dead at that spot. (Except as provided in 14.1).
 - 1) A player is considered to have taken a technical foul shot once ball has left the three-man rod. A player is considered to have been blocked the shot once the ball has either stopped in or left the defender's area.
 - 2) Only the shooter and defender should be at the table during the technical foul shot.
- b) On a technical foul shot, the ball must be put into play before shooting. Furthermore, all rules, including time limits and resets, still apply.
 - 1) A team may switch positions before and/or after the technical foul shot without being charged with a time out.

- 2) Time outs may be called during a technical shot, as long as they would otherwise be legal.
- 3) A point scored on an illegal technical shot shall not be allowed, and play shall resume at the spot the technical was called.
- c) If a technical foul shot ends the game, the opposing team gets the first serve of the next game.
- d) Further violations of a flagrant or intentional nature shall carry additional technical fouls. A third technical foul in any one game shall result in an automatic forfeiture of the game. Also, the official may announce at any time after the first technical foul is called on a team that further violation by that team shall be cause for forfeiture of the game or match.

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