

# Condensed Foosball Rules

## 1. To Start the Match

A coin flip shall precede the start of the match. The team that wins the flip has the choice of tableside or first serve. The team that loses the flip has the remaining option and must also pay for the first game (coin-operated tables only), with that expense alternating thereafter.

## 2. 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.

## 3. 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.

## 4. 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.

## 5. Ball Off the Table

If the ball should leave the playing area and strike the scoring markers, ash trays, top of the side rails, Cabinet ends, or any object that is not 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 if it departs as a direct result of any three or five row shot or pass. If it departs as a direct result of the two or one player row, it returns to the orientating goalie area or if it's the opposing team's serve, it is re-served by opposing team.

## 6. 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.

## 7. Time Out

Each team is allowed one time out per game during which the player may leave the table. Such time outs shall not exceed 30 seconds in match play, 45 seconds in 3/5 or 2/3 matches. Any player may call a time out at any time! A request for a second time out will be denied and should be ignored by opposing team. Abuse of this may be judged as a distraction.

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## **8. Resuming Play After Time Out**

Following a time-out, the ball shall be put back into play by the player who had possession when the time-out was called.

## **9. Official Time Out**

An official time-out does not count towards the one time-out allowed per team per game. After an official time-out, the ball is put back into play as though a regular time-out were called.

## **10. Point Scored On an In and Out**

A ball which enters any part of the goal but returns to the playing surface and/or leaves the tables still counts as a goal.

## **11. Table Sides**

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

## **12. Change of Positions**

In any doubles event, each player may play only the two rods normally designated for his/her 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 foul is called.

## **13. Spinning the Rods**

Spinning 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 degree, you do not add the degrees spun prior to striking the ball to the degrees after striking the ball.