



## **Foosball Tournament Rules**

### **I. Sportsmanship:**

KC Crew, LLC ("KCC") is dedicated to providing a safe and fun sporting environment. All participants should keep this in mind when becoming involved. Although the games may become intense, you can still be competitive while maintaining good sportsmanship. Any behavior deemed unacceptable by the KCC staff may result in suspension and/or ejection from a game or the league. Each night will have at least 1 paid monitor. Abuse of officials, referees, opposing players, and other KCC staff will not be tolerated. KCC will not tolerate fighting! Fighting will result in an automatic ejection from the tournament. Any behavior deemed unacceptable by KCC staff may result in ejection from the tournament.

- If a player touches another player physically, inappropriately or with intent to harm, despite who may be "right or wrong", they will be immediately ejected from the game.

\*\*\*Remember, this is for fun. No one is going to become a professional by playing in our leagues. Anyone exuding douchebaggery, rudeness or overwhelming ignorance will be ejected and possibly removed from the league as these actions eliminate fun for everyone else.

### **II. Fundamentals**

#### **A) Field of Play**

1. Will be played on a Foosball table.

#### **B) Equipment**

1. **VENUE** will provide a table and balls.

#### **C) Teams**

1. Each team consists of 2 players of any gender

#### **D) Game Duration**

1. Each game will be played to 5 points (first to 5 points wins)

#### **E) The Start of Play**

1. Team Captains will play paper, rock, scissors. The winner chooses which side they want or if they want to kick off.

#### **F) Kick-Off**

1. Play begins when the ball is served through the serving hole on the side of the table
2. A serve is done:
  - a. At the start of the game
  - b. When a point is scored
  - c. When the ball leaves the table

3. When a point is scored, the team that was scored on is the team that serves.
4. Spinning the ball shall be allowed 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 players.
5. The server must not serve the ball until they have 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.

#### **G) Scoring**

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

#### **H) Ball Off The Table**

1. 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 that originally served that ball.

#### **I) Dead Ball**

1. 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.
2. 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.

#### **J) Spinning The Rod**

1. 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.
2. A ball that is advanced by an illegal spin is replayed as follows:
  - a. 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.

#### **K) Jarring**

1. Any jarring, sliding, or lifting of the table is illegal. Whether or not the table jarring is done intentionally is of no consequence.
  - a. The penalty for violation of this rule:
    - i. 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.
    - ii. Second offense - The opposing team will receive a point. The ball will then be reserved.
    - iii. Third offense - The opposing team will automatically win the game.

### **IV. Tournament Layout**

#### **A. Round Robin**

- a. All teams will play 3 Round Robin games.
- a. Each game will be against a different team.
- b. Each game will be played to 5 points (first to 5 wins)

#### **B. Tournament Bracket**

- a. The top 4 teams will move on to a single-elimination tournament.
- b. Tournament games will be played to 5 points.
- c. If time allows, the Championship game will be played best 2:3.
- d. Tournament seeds will be determined by the number of wins, then total points scored.