

Human Foosball Rules

The spirit of these rules is to ensure a fun environment and participant enjoyment. All games are to be played in a sportsmanlike manner. If necessary, Tomorrow's Hope will address any inconsistencies, discrepancies, and misunderstandings in accordance with the spirit of these rules.

ELIGIBILITY

Any person over the age of 18 shall be deemed eligible to participate in the game if the following requirements are met.

1. Has paid the registration fee.
2. Is in good physical health.
3. All risk and responsibility forms are signed by each member of the team.

THE PLAYERS

- Each game shall have two (2) participating teams
- Each team must field no more than six (6) players, which must include one goalie and 5 linemen at any time during the game.

GENERAL RULES

- The game is just like table top foosball but with real people
- Players will face the opposite team's goal
- Players need to get in position and hold onto the PVC pole with both hands at all times
- The game starts by rolling the ball into play from the mid-court starting area
- Play continues until a penalty occurs, the ball is out of reach, or out of bounds, or a goal is missed, or is scored. Follow restart procedures to continue playing
- Players must move together from side to side. However, no player (except the goalie) is permitted to move forward or backward on the court in a marked movement zone
- Players must keep at least one foot on the ground and shoulders must remain above the PVC poles at all times
- Players and Goalies can't use their hands. If they let go of the foosball pole and touch the ball with their arms or hands, it will be a penalty and that player will receive a yellow card.
 - 1st offense receives a yellow card warning
 - 2nd offense yellow card results in 1 point deduction
 - 3rd offense receives red card ejection
- Soccer ball must remain below the foosball poles at all times
- When a penalty occurs, the ball should be placed at the feet of one of the forwards of the non-offending team
- No kicking or attempting to kick an opponent
- No tripping or attempting to trip an opponent
- Players on the ground are considered "radioactive" – they are not to be touched and should not be active in the play until they are on their feet
- Verbal, physical abuse to another player or the referee will not be tolerated

- Tomorrow's Hope reserves the right to remove players from a team for repeated offenses or if they believe it is in the best interest of the event

Starting the Game

- The game is started by rolling the ball from the starting area
- The time will start at this point

Restart Procedures

- When a goal is scored, the game is restarted by rolling the ball from the starting area
- When the ball rolls out of bounds, the ball should be returned to the place it left the court and rolled toward the non-offending team
- If the ball cannot be reached in the playing area, the ball should be rolled from the starting area
- If a goal shot is missed, the game is restarted by rolling the ball from the starting area

Time

- Each game will be 10 minutes

Finishing the Game

- The game is over when the time expires
- The game officials will tally the final score

Points

- No Maximum number of points
- Each goal scored in opponent's goal is +1 point
- Each goal scored in team's own goal is -1 point
- Mercy Rule Applies – If a team has a 20 point lead at any point in the game, the game will be concluded

Shootout (In the event of a tie)

- Coin flip to choose who goes first
- Teams take turns shooting at opponent's goal (these are called rounds)
- Teams choose one player to shoot anywhere from the forward position toward opponent's goal, and one goalie to block goal
- Tie is broken when opposing team does not score in same round
- Everyone on team must shoot before people can re-shoot

Guidelines

- Players must wear tennis or turf shoes
- Each team member will wear a vest with a number that will be provided by the event organizer