Foosball Tournament Rules

Any rule and situation not specifically covered are subject to the current version of the USA for Tornado Style (USTSA) rules and the judgement and discretion of the intramural sports staff.

All rules are subject to change at the discretion of the Intramural Sports Office, and the Intramural Sports Office has the final decision on all situations covered and not covered by the rules.

Rule 1: Player Eligibility & Registration

Player Eligibility

- ✓ Currently enrolled (at least half-time), fee-paying Tennessee Tech University students as well as faculty and staff of the University with a current, active membership to the fitness center may participate in intramural leagues, tournaments, and contests.
- ✓ Prior to each contest and event, participants must check in with a member of the IM staff.
- ✓ **Players can compete for only one (1) team in each single-gendered league** and, if applicable, **one (1) co-rec league.** Once he or she checks-in for one (1) team, that player **CANNOT** transfer to another team in that league for the duration of the season.
- ✓ **For postseason eligibility, a player must have participated in at least one (1) regular season game.**
- ✓ Current varsity athletes cannot participate in their sport or related sport. Former varsity athletes cannot participate in their sport or related sport for one calendar year (365 days) after their official affiliation with a college or university team has ended.
- ✓ Current professional athletes cannot participate in their sport or related sport. Former professional athletes cannot participate in their sport or related sport for five (5) years after their official affiliation with a professional team has ended.
- ✓ Intramural Sports Professional staff shall make the final decision on eligibility issues.

Registration

- ✓ Players should register on the Fusion Play App by the posted deadline.

Rule 2: League Format & Team Composition

League Format

- ✓ A Single Day Tournament

Match Format

- ✓ Each match will be best two-out-of-three games.

Leagues

- ➢ Open

Rule 3: Defaults, Forfeits, Grace Periods, & Protests

Defaults

- ✓ Defaults will not be allowed. Any game not played will result in a forfeit.

Forfeits

- ✓ Any player/team not showing up to contest will result in a forfeit.
  - Sportsmanship Rating will be as followed for forfeits:
    - Winning Team = 8
    - Forfeiting Team = 2

Protests

- ✓ *Regular season*: The eligibility of any player may be protested at any point during the regular season (e.g. before, during, and after the contest; anytime during office hours)
- ✓ *Postseason Tournament:* Player eligibility must be protested before the start of the contest. Protests made after the start or end of the game will be not recognized.

Rule 4: Playing Area & Equipment

Playing Area

- ✓ All matches will be played in the game room at the Marc Burnett Recreation Center.

Foosball Balls

- ✓ Players will be provided all equipment needed for the tournament.

Clothing & Equipment

- ✓ All attire and equipment are subject to the approval of Intramural Sports staff. Any clothing or equipment that is deemed unsafe or illegal must be removed prior to competition.

Rule 5: Timing & Scoring

Start of Play

- ✓ A coin flip shall precede the start of the match. The team that wins the flip has the choice of table side or first (1st) serve.
- ✓ Teams will alternate table sides for the remaining games.
- ✓ Once a team has chosen either the table side or the first (1st) serve, they may not change their decision.
- ✓ The match officially starts once the ball has been put into play.
- ✓ After the initial serve, all subsequent serves are performed by the team that just got scored on (or the team that lost the previous match).

Game Play

- ✓ Best 2 of 3 matches shall be limited to 15 minutes (15:00) from the time the match is started.
- ✓ Play to 10, win by 2.
- ✓ 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 ball shall be declared a dead ball when it has completely stopped its motion and is not within reach of any player figure.
- ✓ Once a ball is put into play by the server, 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.
- ✓ If a ball is declared dead or leaves the playing area, 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.
    - Out of play balls: If a ball comes off the table area or hits a top rail and comes back into the table area, the ball is ruled out of play and must be reserved by the team that was last scored on.
- ✓ 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.
- ✓ 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 (0:60)is allowed between games.

Time Outs

- ✓ Each team is allowed one (1) time out per match (Maximum three (3) per game) during which the players may leave the table. Such time outs shall not exceed 30 seconds (0:30).

- Timeouts can only be called after a score has been made.

No Jarring

- ✓ Jarring is a rule for when a player slams his or her rods against the wall of the foosball table in an attempt to distract or jar the foosball loose from the other player's possession.
    - The rule is that there is no jarring allowed at any point during a game.
- ✓ 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.

Ejections

- ✓ When one (1) member of a team is ejected, that team shall forfeit the contest.
- ✓ Ejected players must leave the Fitness Center and/or Intramural Fields immediately and cannot return to play **ANY** sport/game/competition until he/she has been cleared for participation by a professional staff member of the Intramural Sports Office.