

East Carolina University
Intramural Sports
Foosball Tournament Rules

I. **Service**

- A. A best 2 out of 3 “Rock, Paper, Scissors” dual determines first ball drop and side. If a third game is to be played this will be repeated.

II. **Starting the Match**

- A. The match will begin by inserting the ball into the ball entry cup.
- B. If at any time the ball bounces off of the table or stops rolling where no player can touch it, it is considered a “dead ball”
- C. The ball will be put back into play by inserting it in the ball entry cup.
- D. You may influence the ball on the drop, but your finger may not come through the hole.
- E. If the ball is between teams and unplayable, roll the ball from the nearest corner.

III. **Penalties**

- A. You cannot stop the ball going in the goal with your hand or touch the ball at any time unless it is dead in the defensive zone, if this occurs the defense maintains control.
- B. You may not spin the rods, lift, or jiggle the table. Such means will be considered penalties and will constitute mid-field free kick for the opponent.

IV. **Scoring**

- A. Once a side scores five goals, the game will be over. A two-point victory is not needed to win any game.
- B. If the ball bounces back out of the goal on to the playing surface, the ball is still in play and no goal will be counted.
- C. Best 2 out of 3 games will determine the match winner. Players will change sides after each game.
- D. The player who is scored upon will be the next to put the ball back into play.