

Foosball "Abridged" USTSA Rules of Play

- 1. Prepare for a Match:**
Flip a coin: **A.** Winner chooses tableside or first serve, **B.** Loser gets remaining option and pays first.
- 2. The Serve:**
After assuring opponents are ready, serve through the serving hole.
- 3. Subsequent Serves:**
Served by team: **A.** Last scored upon, **B.** Lost last game.
- 4. Ball in Play:**
Remains in play until: **A.** off the table, **B.** declared dead, **C.** time out is called, **D.** a point is scored.
- 5. Ball Off the Table:**
If the ball touches: **A.** scoring marker, **B.** top of the side rail, **C.** any "non-table" object. (The serving cup is considered "in play".) Original serving team re-serves the ball or the goalie puts into play if the goalie caused the ball to leave the table.
- 6. Dead Ball:**
Ball stops moving out of reach of any play figures. **A.** Re-served by original server or **B.** if in goal area, put into play by the goalie. **Penalty:** Balls intentionally made dead are re-served by the opponent.
- 7. Time Out:**
Both teams have two-30 second timeouts per game. If ball not in play, either team may request. If in play only by team in possession, and ball stopped. Either team may: **A.** take the full 30 seconds, **B.** switch positions ONCE. **Penalty:** More than two time outs is a Technical Foul.
- 8. Resuming Play After Time Out:**
Ball must move and touch 2 play figures then stop for 1 full second before resuming play. Time limit starts 1 second after touching the 2nd play figure. **Penalty:** Opponent may continue play or re-serve.
- 9. Official Time out:**
Either team may request when ball is stopped or dead. Does not count as a team timeout. Used to request a referee, removed foreign objects from table, repair table, correct lighting etc. **Penalty:** Requests made while the ball is in play and moving or as a team shoots or passes is a distraction.
- 10. Point Scored:**
A. Any legally scored ball counts (even if it goes into and out of the goal). **B.** If both teams agree a point was scored but not marked up and if no other point was scored, it shall be marked up.
- 11. Table Sides:**
60 sec. is allowed to change sides between games. **Penalty:** Delay of game.
- 12. Change of Positions:**
Teammates may switch positions only: **A.** during a time out, **B.** between points, **C.** between games, **D.** before and/or after a technical foul shots. **Penalty:** Distraction.
- 13. Spinning the Rods:**
Rotating a rod more than 360 degrees before or after advancing the ball is illegal (excessive spinning may be a distraction). **Penalty:** **A.** If ball scores, no point, opposing goalie puts ball into play. **B.** Otherwise, opponents may continue play or re-serve.
- 14. Jarring:**
Any jarring, lifting or sliding the table. **Penalty:** **A.** First and Second: Warning, continue play from current position, point of infraction, on rod jarred, or re-serve. **B.** Third: Technical foul and earlier options.
- 15. Reset:**
Defense disturbing the ball while offense is preparing to shoot or pass, even if the ball only rocks in place. **Penalty:** **A.** All violations reset time limits and wall counts. **B.** One free "Reset" per game. **C.** Subsequent resets during the SAME POINT. **First:** "Reset Warning": **Second:** Technical foul. **D.** Next reset following a technical foul is "reset warning" again. **E.** Offence faking a reset is opponent's re-serve.
- 16. Reaching Into the Playing Area:**
During a dead ball, no penalty. **Penalty:** **A.** While in possession and stopped: opponents re-serve. **B.** Moving in goal area or perched on goal: point scored. **C.** Any other time: Technical foul.
- 17. Alterations to the Table:**
A. Request for a new ball, okay, if ball is bad. **B.** Table repairs okay, if sudden failure. **C.** Players may use grips and/or rosin, but it can't get on the table. **D.** Illegal to alter the table in any other way.
- 18. Distractions:**
Movement or sounds, made away from the rod(s) "playing" the ball, which could distract the players. **Penalty:** **A.** Offense distracts: No point scores, opponent's re-serve. **B.** Other cases: Distracted team may, continue play, continue from point of distraction or re-serve ball.
- 19. Practice:**
Practicing with a ball during a match (eg, practicing serve or pass). **Penalty:** Technical Foul.
- 20. Language:**
Cursing, unsportsman comments or calling attention away from game (coaching during time outs/between games only). **Penalty:** **A.** Cursing: technical foul, **B.** Other: referee discretion; warning or technical foul.
- 21. Passing:**
5-bar to 3-bar and goalie to 5-bar: stopped or pinned balls must be put in motion and touch two play figures before being passed. **5-bar to 3-bar:** **A.** 2 wall touches allowed, ball may touch wall a 3rd time as part of the pass. **B.** "Adjusting" the balls motion with the front or back of the "passing" play figure is illegal. **Penalty:** Opponent may continue play or re-serve the ball.
- 22. Time of Possession:**
10 Seconds allowed on 5-bar, 15 Seconds any other area. **Penalty:** **A.** Exceeded on 3-bar, opposing goalie puts ball in play. **B.** All other areas, opponent re-serves the ball.
- 23. Match Time Limit:**
Best of 5 is 1 hour, best of 3 is 35 min. **Penalty:** **A.** Overtime of 10 min. imposed. **B.** After over-time winner is: **1.** Most games won, **2.** (if tied) Most points scored, **3.** (if tied) one point sudden death.
- 24. Delay of Game:**
If team is not ready to play after 10 Seconds. **Penalty:** **A.** First-Warning. **B.** Subsequent-Time out charged.
- 25. Forfeiture/Recall:**
When match is announced teams have 3 min. to start play. **Penalty:** **A.** First recall of 3 min. is a warning. **B.** Each 3 min. recall after is loss of a game.
- 26. Technical Foul:**
Flagrant or intentional violation of the rules. **Note:** Teams may switch position before and after a technical foul shot. **Penalty:** **A.** Stop play immediately, **B.** one shot from the 3-bar on goal, **C.** resume play from position stopped (point or no point). **D.** Third Technical in any one game is a forfeit.
- 27. Rules Decisions and Appeals:**
A. If an official present: No arguing allowed (rule clarifications are acceptable). **B.** If no official present: Official makes the most equitable decision possible. **C.** Appeals made to the Head Official.
- 28. Code of Ethics:**
Unsportsman/unethical conduct is grounds for removal from tournament area.
- 29. Tournament Director:**
A. Makes all decisions on tournament play, organization and appoints the head official. **B.** Head Official: Appoints officials, determines rules of play and handles all appeals.

See Official Rules for more clarification. (Ver. 2)