

# 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, Clark County Parks & Recreation 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 at least seven (7) and no more than nine (9) players, which must include one goalie, six 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 all the time.
- Players will be tied to the foosball pole by their waist with a belt. They cannot step outside of the marked area.
- 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 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.
  - 1<sup>st</sup> offense receives a yellow card warning
  - 2<sup>nd</sup> offense yellow card results in 1 point deduction
  - 3<sup>rd</sup> offense receives red card ejection
- Soccer ball must remain below the foosball pole 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.
- Clark County Parks & recreation reserves the right to remove players from the league for repeated offenses or if they believe it is in the best interest of the league.

### 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

#### Finishing the Game

- The game is over when the time expired.
- The game officials will tally will provide the final score and the point.

#### Time

- The time will be 10 minutes

#### Points

- No Maximum number of points
- Each goal scored in opponents goal is +1 pt
- Each goal scored in teams own goal is -1 pt
- Mercy Rule Applies - If a team has a 10pt lead at any point in the game, the game will be concluded.

#### **EQUIPMENT/UNIFORMS**

- Foosball Arena
- A soccer ball
- Players can wear tennis or turf shoes