

## Lehigh Valley Human Foosball Championship Tournament Rules

Human Foosball is like the classic table-top foosball except that it is played by real people in an enclosed arena. Two teams compete against each other to score the most goals in the allotted time.

### General Information:

1. Each team **MUST** consist of minimum of 6 players. Additional players are allowed, but only 6 players can be in play at any time. All participants must be 18 years of age or older.
2. All players must sign registration form/waiver.
3. Players will be placed in 3 different rows (1 goalie, 3 mid-fielders and 2 forwards) that must face the opposing team's goal at all times.
4. All players must have both hands within the designated area on the bar and one foot touching the ground at all times. Shoulders must be kept above the bar at all times. **ABSOLUTELY NO SPINNING. NO HANGING ON BAR.** Violations will result in a penalty.
5. Players are only allowed to move laterally (side-to-side). All players on bar must move with bar. Mid-fielders and/or forwards must work together to move.
6. All players must wear proper footwear. Footwear must cover the entire foot. Sandals, Flip-Flops or similar footwear are prohibited. Additionally, cleats and/or steel-toed footwear are prohibited.
7. Athletic cups, shin guards and helmets and other protective articles are allowed but are not required.
8. Players are only allowed to use their feet and head to move the ball.
9. Play will start (time begins) when the referee rolls the ball into play from the mid-field area.
10. Play continues until a penalty occurs, a goal is scored, or the time runs out.
11. **NO stalling.** The ball must be reintroduced into the game within 15 seconds.
12. No kicking/tripping/grabbing opponent.
13. Verbal or physical abuse of another player, referee or volunteer will not be tolerated.

### Player Substitutions

1. Player substitution is allowed at half-time or when play is halted by referee (penalty/ball out of bounds). Substitution includes players moving to a different bar and/or swapping places at the same bar.
2. Each team can move as many players as they want during substitution.
3. Substitutions are limited to 15 seconds. If players are not ready (both hands in proper position on the bar) before the 15 seconds expire, team will commit a foul and a penalty will be assessed.
4. No players may swap position while ball is in play.

### Penalties:

1. Any player or goalie takes their hand off the bar.
2. The ball goes out of bounds.
3. Any delay of game incident (as determined by the referee).
4. Penalty will result in ball being placed at the foot of one of the forwards on the non-offending team.

**Restarting the Game:**

1. When the ball is thrown in at mid-field, it must hit the ground prior to play. This applies to the start of the game and any restarts.
2. When a goal is scored, the game is restarted by rolling the ball from the starting area.
3. When the ball goes out of bounds (sides or ends), the game is restarted by giving possession of the ball to the non-offending team in the mid-field area.
4. If the ball cannot be reached in the playing area, the ball should be rolled from the mid-field.

**How the Game Ends:**

1. The game ends when time expires. Games consist of two 15-minute periods separated by a 3-minute break. Teams will switch sides of the playing court at the start of the second period.
2. The officials will tally goals and provide the final score.
3. Ties at the end of regulation playing time will be determined by sudden death play. Ball is placed in play at mid-field and first team to score will be the winner.

**Tournament and Other Matters:**

1. Teams are responsible to ensure they are at their correct location and ready to compete at the scheduled beginning of the round. The organizers reserve the right to disqualify any team who is not ready to play. This rule is imposed to avoid delay of the event.
2. A random draw will determine the order in which the games are scheduled. The organizers reserve the right to alter the order, if necessary, to avoid delay of the event.
3. Tournament is a two-day event. Winning teams from Day One must return for semi-finals/finals on Day Two. Failure to appear will result in elimination.
4. The organizers reserve the right to prohibit any player or team from participating if they are deemed to cause safety concerns.
5. The organizers reserve the right to reject any entry.
6. Foul language is prohibited. Please remember this is a family-oriented event.