

Chili Hubbub

Human Foosball Rules 2018

The spirit of these rules is to ensure a fun environment and participant enjoyment. All games are to be played in a sportsmanlike manner to make it fun for everyone.

General Information

- The team entry fee is \$200.00 by March 1, \$225 after. The first 16 teams to get their entry fee in are playing.
- Entry fee includes entry in to the tournament and 10 Tickets to the Chili Hubbub
- Each team must complete roster and all waiver forms must be signed. Team members under 18 must have a parent sign.
- Minimum of 6 individuals and a maximum of 10 on a team.
- The tournament is single elimination. Organizers have the right to turn this into a double elimination tournament.
- Each team MUST field 6 players while the ball is in play.
- Each team must have at least 2 female players on the field.

The Game

- The game is just like table top foosball but with real people.
- Games are 20 minutes long (Two 10 minute halves with a 3 minute half time) or the first team to score 10, whichever comes first.
- Time will be keep with a running clock at all times. In the event of a tie, ball is placed in front of the 3 person row and each team gets a chance to score. If no one Scores within 3 tries the winner will be determined by Coin Toss.
- The game starts by the ref rolling the ball into play from the mid-field area. When the ball is thrown in at center court, it must hit the ground prior to play.
- When a goal is scored, the game is restarted by giving possession of the ball to the scored on team in the mid-field area.
- In the event of a ball going out of bounds, we will reintroduce the ball at center court. If the ball the ball cannot be reached in the playing area, the ball will be restarted from mid-court.
- All goalie kicks are 2 points; all non-goalie kicks are 1 point.
- Ball must remain below the foosball pole for all scores.
- NO STALLING, the ball has to be reintroduced into the game within 15 seconds (For example, if there is 2 minutes left in the game, the goalie can't keep the ball between his/her legs for that entire time. A delay of game incident is determined by the referee.

The Player

- All players must wear tennis shoes.
- You are ONLY allowed to use your feet & head.

- Players must keep **both hands** on their respective handles **at all times**, and **one foot** must be touching the ground (**NO SPINNING**). One hand usage will result in a penalty kick for the other team.
- **Absolutely no hanging off of the poles, one foot must be on the ground at all times.**
- Players will face the opposite team's goal
- Subbing players can only happen at half-time or an injury as determined by the referees.
- Players must move together from side to side, no player is allowed to move forward or backwards. **Teamwork is key.**
- You cannot switch positions with other players during play.
- Proper footwear is mandatory. Footwear must cover the entire foot and hard covered (steel toes) footwear will not be allowed.

**WE ARE NOT RESPONSIBLE FOR ANY INJURIES THAT OCCUR.
HAVE FUN AND THANK YOU FOR PLAYING.**

General Tournament Information and Other Matters

- 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 not to delay the programming for the event.
- A random draw will determine the order in which the games are scheduled and the order of team seeding.
- The organizers reserve the right to alter the championship order if necessary.
- The organizers reserve the right to add or delete rules prior to the start of the championship. The organizers reserve the right to prohibit any player or team from participating if they are deemed to cause safety concerns.
- The organizers reserve the right to reject any entry.
- All matters not dealt with in these rules should be referred to the organizers, whose decision on such matters shall be binding.