Laws of the Game 2014/2015

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## Match Length

1. A match is made up of two halves, where each team plays once half on either side of the table
2. A half finishes when one team has scored 5 goals
3. The match result is a total of all the goals each team has scored
   1. A draw is a valid result
4. Each player has to play one half in attack, one half in defence

## Spinning

1. No spinning is allowed
2. Breach of this rule will result in:
   1. The player being given a yellow card
   2. The player being put in the Spin Bin until another goal is scored, regardless of the team who scores it
      1. For clarity, this means the player steps away from the table, and has no involvement in the match until he/she is allowed out of the Spin Bin
   3. Any goal scored **against** the opposition from a spin will be void, but an **own goal** will count. Sucks to be you

## Put-ins

1. Must be put in with enough force that the ball strikes the far wall
2. Must not have any sideways spin on them that would cause the ball to unnaturally roll into either side of the pitch
3. Breach of these rules will result in the player being given a yellow card

## Bounce Outs

1. A bounce out occurs when the ball enters the goal with enough force that it bounces back out and into the playing area
2. Once the ball has crossed the goal line a goal has been scored, regardless of whether it bounces out
3. A ball that has bounced out should be taken out of play, by being struck into either goal – this will not count as a goal

## Dead Ball

1. If the ball stops moving in a position where no player can reach it, the team defending the ball is allowed to lift the table to get the ball moving

## Yellow & Red Cards

1. Two yellow cards results in the player being show a red card
2. A red card means the player has to leave the game, but his/her teammate can continue without the red carded player