

FOOSBALL DOUBLES RULES

1. Flip a coin for sides and drop of ball. The winning team gets choice. Change sides after each game.
2. You may influence the ball on the drop, but your finger may not come through the hole.
3. Play will begin by inserting the ball into the ball entry cup. If at any time the ball bounces off the table or stops rolling where no player can touch it, it's considered a "dead ball" and goes back in play again by putting it in the ball entry cup.
4. You may switch positions during a game. You also may switch positions between games.
5. You cannot stop the ball from going in the goal with your hand or touch the ball at anytime unless it is dead in the defensive zone, then the defense maintains control.
6. As soon as five points are scored by one team, start the next game and do not play out the rest of the balls.
7. You may not spin the rods. Any goal scored by a spin will not count.
8. Unnecessary banging or bending of the rods is illegal. You may not bang rods against side of the table to distract your opponent and score a goal. The Intramural Staff Assistants' decisions are final.
9. If the ball bounces back out of the goal on to the playing surface the ball is still in play and no score will be counted.
10. The first team to win 3 out of 5 games is the winner of the match.
11. A penalty will be called on a player if he spins the rods, lifts the table, or jiggles the machine to start a dead ball rolling again. A penalty shot will be given to his/her opponent. The ball will be placed on the white dot in front of the goal, and the two (2) defensive players will be put in a horizontal position, thus the player defending the goal will defend with the goalie only.

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