**Foosball Rules**

A game of foosball is a race to 10 points

All matches are best of 3

1. To start the game, flip a coin to see who serves the ball first. After each point, the team that was scored on will serve the next ball.

2. Scoring. All shots that enter the goal—even if they pop out will count as a point. The only goal that does not count is a ball which is advanced by a spinning rod.

3. Spinning of the rods is illegal. Spinning is defined as the rotation of any soccer figure more than 360 degrees before or after striking the ball. In calculating the 360 degrees, you do not add the degrees spun prior to striking the ball to the degrees spun after striking the ball.

4. A ball which is advanced by an illegal spin is replayed as follows:
   - If the ball goes in the goal, then it will not be counted as a point and will be put back into play by the goalie as if the ball had been declared a dead ball between the goal and the nearest two-man rod.
   - If the ball does not go in the goal, the opposing team will have the option of continuing play from the current position or re-serving the ball.
   - Spinning of a rod which does not advance and/or strike the ball does not constitute an illegal spin. If a player's spinning rod hits the ball backwards into his own goal, it will count as a goal for the opposing team. Spinning of a rod away from the ball (when there is no possession) is not considered an illegal spin, but may be ruled as a distraction.

5. Dead Ball. If a ball stops anywhere on the table where it cannot be reached by a player figure, it must be re-served by the team who served last, except for when the ball becomes dead behind the two man rods, it will be put back into play by that goalie player.

6. Distractions. Jarring the rods, lifting, or sliding the table is not allowed.

7. At the end of each game, teams must switch sides of the table before play of the next game can begin. A maximum of 60 seconds is allowed between games.