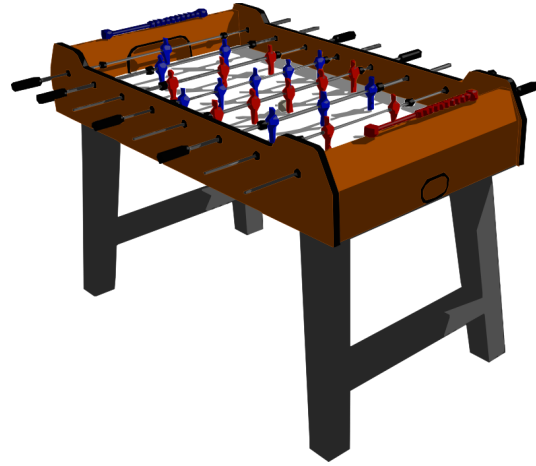


FOOSBALL



Rules

- **Flip A Coin**—A coin flip decides who serves the foosball to start the game. After the first goal is scored, the rule is that the team who was last scored on gets to serve the next ball. The foosball must be touched by a man before the ball goes into a goal for a legal goal to occur.
- **No Spinning**—A spin is a rule for when the rod completes a 360 degree rotation without touching the ball. This is deemed an illegal move in the rules of foosball.
- **No Jarring**—Jarring is a rule for when a player slams his or her rods against the wall of the foosball table in an attempt to distract or jar the foosball game. No jarring is allowed at any point during a game. This is not the same as when a player on the opposite team moves his or her foosball rods back and forth in an attempt to play defense.
- **Dead Balls**—If a foosball stops in the middle of two opposing team rods, the ball must be picked up and re-served. The serve goes back to the team that was last scored on. If a dead ball occurs on the defensive side of the table behind the defensive 2 bar, the defensive player must move the ball back into playing position.
- **Out of Play**—If a ball comes off the table area or hits a top rail and comes back into the table area, the ball is ruled out of play and must be re-served by the team that was last scored on.
- **Game/Match**—The first team to score five goals wins the game.