

FOOSBALL RULES

These rules, established by the Commission of arbitrage of the A.F.B.F. and voted in general assembly November 28, 1999, are applicable as of January 1, 2000.

1. **ARTICLE 1: ARBITRAGE** – The referee is sovereign. His decisions cannot be objected to, under penalty of warning. He is responsible for the smooth running of the match. He shall intervene in a match and is the only judge of the intent of the faults and of all abuse. A referee designated to referee a match cannot be refused, under penalty of immediate sanctions, nor replaced in the course of the match, and his judgements may not be reversed. The referee should avert any observers who may have a distracting attitude for either one of the teams.

He disposes of the following sanctions:

1st warning: Verbal	2nd warning: Penalty goal (point for the opposing team)
3rd warning: Game lost (pool or final)	4th warning: Expulsion from tournament (federal sanction)

- 1.1 **ARTICLE 1.1: COMPETENT AUTHORITY** during an official tournament:
 - * Office staff of the Commission of arbitrage
 - * Office staff of the A.F.B.F.
 - * Organizers of the tournament

2. **ARTICLE 2: ATHLETIC ATTIRE** – Athletic attire is obligatory for all players who wish to participate in an official tournament. This includes: tennis shoes, shorts or warm-up or jogging pants (boxer shorts, long johns, or Bermuda shorts are prohibited), a T-shirt or tank top. In a general manner, proper athletic attire is required, left to the appreciation of the competent authority. Disrespect of athletic attire may be penalized one penalty point per player.

3. **ARTICLE 3: TABLE MODIFICATIONS:** The table shall not undergo any modifications (excepting the hoods, see ARTICLE 3.2). The floor of the table and the players may be polished or pumiced after accord is obtained from the organizers of the tournament and from the owner(s) of the table, under penalty of immediate exclusion from the tournament and reimbursement of the cost of reparation of pumiced material. The use of magnesium oxide or any other product on the table is prohibited. The rods may be oiled after accord is obtained from the organizers of the tournament.

- 3.1 **ARTICLE 3.1: COMPETITION BALLS** – The authorized competition balls are:

*Material: cork	*Mass: 14 grams	*Color: study in course (until now natural cork color)	*Diameter: between 34 and 36mm
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- 3.2 **ARTICLE 3.2: HOODS** – Only standard A.F.B.F. hoods are authorized. The use of the hoods is tolerated on all the rods except for the goals. The hood may be used every other ball. It is prohibited to use the hoods to block the ball or to shoot the ball (these actions are assimilated with faults). The hoods must

remain in the same position for the whole match, and no hoods may be added once the match has begun.

4. ARTICLE 4: POINTS AWARDED:

*Double mixed: no point, but first serve awarded	*Double feminine: 1 point awarded, but first serve to the opponent
*Double junior: no point, but first serve awarded	*Veteran 2 (+55yrs.): 1 point awarded against Veteran 1 (40-50yrs.)

5. ARTICLE 5: The pool matches are played in one match of 7 points. In final phase, the matches are played in 2 winning matches of 7 points with a 2-point difference in the case of a third match. All of the eliminatory matches must be played simultaneously.
6. ARTICLE 6: After being called to a table for a match or if there is a fixed time schedule, the players have 4 minutes to begin the match. If this time is not respected, the late team will be sanctioned 1 penalty point per late minute. It is prohibited to practice during a position change (forward → backward, and vice-versa). During the matches played in 2 winning matches, all practice is prohibited between consecutive matches.
7. ARTICLE 7: The match begins with a draw. If the player or team winning the draw chooses their side of the table, the opponent will have the first serve. During the matches played in 2 winning matches, the players or teams may agree to keep the side of the table which was designated to them in the first match. In this case, each must keep his side until the end of the match (in the case of a third match, a new draw will take place). However, if one of the players or teams wishes to change sides of the table after the first match, this change is obligatory.
8. ARTICLE 8: RESETS – When a ball goes off of the table, the ball is put in the goal zone at the end of the table in which the ball left the table, no matter its direction. A ball that lands on the goalie rod, immobilized, is replaced in that goalie zone (touching the ball while it is still moving is considered a fault). A ball immobilized between any 2 rods is reserved in the goalie zone corresponding to the ball's position (in relation to the table). A ball immobilized between the 5-man rods is always reserved on the 5-man rod of the team who did not have the last serve. The red / orange strips on the sides of the table are considered to be in the playing zone as well as the wood panels surrounding the goal (so if the ball hits these parts of the table, play is continued), but not the wood panels above the goal where the ashtrays and markers are found. If the ball hits here, the ball is considered out of play and a reset shall be effectuated.

9. ARTICLE 9: SHOTS ALLOWED

- Wingers: action of the ball coming from the either of the side players on the 3-man rod
- Lobs: action of the ball coming from the backward players and passing over the opponent's 5-man rods
- Roulettes: action of turning the rod more than 360°
- Reprises (Takebacks [?]): uncontrolled ball coming from the 5-man rods in the direction of the 3-man rods, and shot in the direction of the opponent's goal
- Gamelles: ball entering the goal and coming back out thereafter

10. ARTICLE 10: FIVE-MAN RODS

- **THE SERVE**: The serve is effectuated from the 5-man rod, ball stopped, at the benefit of the player or team having won the draw or having been scored against. For every serve, the player must ask "Ready?" and wait for his opponent to answer "Ready!" before moving the ball. The opponent has five seconds to answer "Ready" or "No"; if he does not answer, there is a first warning, then a penalty point, etc. The lapse of time between a goal and a serve should not exceed ten seconds. The referee will be conscience of this rule. The passing of a stopped ball is prohibited, a passed ball must already be in motion before being passed. If the ball is stopped at the 5-man rods during a game, the ball must be put back into movement by hitting the ball (if not, there is a fault).
- **SHOOTING FROM THE 5-MAN RODS**: All shots from the 5-man rods are valid, except for in the following situations:
 - if the ball is stopped before the shot (the ball must already be in motion); or
 - the shot is made by a roulette
- **PROHIBITIONS**: As soon as the opponent is in possession of the ball and at all moments in the game, all violent shocks to the table are prohibited. **NO JARRING IS ALLOWED**. Violent shocks and/or repetitive shocks will be sanctioned, first by the ball being given to the opponent, then by a penalty point, etc.

11. ARTICLE 11: A player may only keep the ball, in any and all positions on the table, for 12 seconds. The two goalie rods count as one single rod in application of this rule, meaning the ball cannot be in the goalie's sole possession for more than 12 seconds. The counting begins as soon as contact begins.

12. ARTICLE 12: TIME OUTS – A player or a team can request two time outs of 30 seconds each per match. After 20 seconds, the referee calls the players announcing "Time" so that they are aware of the near end of the time out and are ready to return to play. The team for whom there is only one point left to score to win the match may not call time. (More simply put, no time outs on match point [for the team for whom match point is in favor.]) In order to call time out, the player or team who calls time out must be in possession of the

ball, and the ball must be stopped. The player or team having called time out may use the time out in the manner in which he or she wishes.

13. ARTICLE 13: TIME – Time (different from “Time out”) may be called if there is a material accident or mishap (to be verified by the referee). This is merely a momentary stop. If a player wipes his hands it is included in the 12-second time limit of possession of the ball. Disrespect of this rule is a fault.
14. ARTICLE 14: The players of a team may only change their positions at the time of a serve after a goal has been scored or during the time outs.
15. ARTICLE 15: FAULTS – The referee can should call a fault in the following cases:
 - Jarring
 - Roulettes from the 5-man rods
 - Roulettes for any action other than a shot
 - Talking during the game other than for saying “ready,” “time,” “time out,” “fault”
 - Blowing on the ball
 - Reaching into the playing area during the game
 - Disrespecting the time limits
 - Contorting the ball in any way in order to get possession of the ball
 - All attitudes considered awkward for the opponent

The player benefiting from one of these faults will have the ball in his possession at the 3-man rod.

If two faults take place at the same point in the game, the first fault effectuated will be accorded.

All faults are at the call of the referee.

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- PROHIBITIONS: Using accessories which are non-conformed to the rules on the rods – Modifying the characteristics of the game – Playing alone against a team (2 against 1) – Smoking inside the tournament area – Insulting the opponent – Having an aggressive attitude towards the opponents, referees, organizers of the tournament, or the public – refusing to play, without legitimate reason, on a table designated by the organizers of the tournament