

**TOWSON UNIVERSITY**  
**INTRAMURAL SPORTS**  
**2009-2010 FOOSBALL RULES**

INJURIES ARE A POSSIBILITY IN ANY SPORT. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

STARTING THE GAME

1. **START TIME:** Players are to be at the table and signed in before the official game time. If any player is not at the table and ready to play at the scheduled game time, the game will be declared a forfeit. It is recommended that players arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring their current valid Towson University identification card in order to be checked in and ruled eligible to participate prior to the beginning of each game.
3. **SCORING:** Players will keep their own score and report it to the Intramural Supervisor after each game. An Intramural Sports Supervisor will be available to rule on any protest; however, if a decision is not reached, the point will be replayed.
4. **COIN TOSS:** A coin toss between team captains will begin each game. The winner of the coin toss may choose either to take the first service or side of the net.

PLAYING THE GAME

4. **SCORING:** Any ball that legally enters the goal will be counted as a point.
5. **SERVING:** The ball may be served through the hole in any manner; however, the ball must touch a man before a goal is scored.
6. **AFTER A SCORE:** The team that was scored upon will serve the ball to restart play.
7. **OUT OF BOUNDS:** If the ball leaves the table, the team last scored upon will serve the ball to restart play.
8. **DEAD BALL:** If the ball stops moving and becomes unplayable, the team last scored upon will serve the ball to restart play.
9. **SPINNING THE RODS:** Spinning the rods is illegal.
10. **TIME LIMIT:** A team is not allowed to keep the ball in one place for more than fifteen (15) seconds.
11. **WINNING A GAME:** All games are played to five (5). To win, team must be ahead by at least two (2) points upon reaching five (5). If not, play will continue until either team is ahead by two (2) points.
12. **WINNING A MATCH:** The first team to win two (2) games wins the match.