



FOOSBALL

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TBD!!!!

Date: June 3 and 4

**Location: West Edmonton Mall – Drop down area
on the main level by Chapters**

(Rules updated April 19, 2011)

TEAM ROSTER (six members)

Your coed team roster will consist of a minimum four people: two male and two females, plus two alternates.

FORMAT

- Companies provide two teams. A team consists of two players, one male and one female. Each team may choose to have either player at forward or defense.
- Each two-person (doubles) team is required to play one of the two games within the match.
- Matches are played as a best of three games. Games 1 and 2 are played as first to five points.
- If a third game is required, any 2 members (coed) will play, first to 3 wins.
- Points are earned by scoring on the opposition goal
- There is a 40 minute time limit for all matches.
- The announcer will announce the start of each match, as well as signaling the five-minute warning to complete the current games.
- A coin toss determines who serves first.
- If not finished the second game at 5 minute's left to play, the last completed game will be the only game counting.
- Tournament officials have final say on all rulings, please do not argue a call made by an official.

REGISTRATION ----- NO ID - NO PLAY - NO EXCEPTIONS!!

- Team Captains (or designate) will be responsible for bringing completed team rosters to the registration area with the minimum team required. Roster & Registration information will be included in the Schedule Book distributed in May.
- Team Captains are responsible to see that each athlete registers with photo ID and proof of employment (i.e. Human Resource letter or Pay stub). It is the responsibility of each participant to have the proper ID each day they play.
- Players must register at the event together as a minimum four-person team.
- Once six players have registered at the event, no additional players or substitutes may register

More Foosball...

RULES

1. Practicing is allowed until fifteen minutes prior to the start of the event.
2. Teams on a "bye" will be allowed to practice for fifteen minutes on the table they were assigned.
3. **Spinning is NOT allowed.** The object of Foosball is to score goals using the "men" on your rods without "spinning."
 - a. Spinning is defined as any stroke in which the rod rotates in excess of 361 degrees before striking the ball.
4. Scoring in Foosball is simple. If it went in the net without being propelled there via spinning rods, it's a goal.
5. Players may switch between forward and defense positions, but only during a stoppage in play.
6. Matches are played as a best of three games. Games 1 and 2 are played as first to five points. First team to win two games wins. If a third tie-breaker game is required, any 2 members (coed) will play, first to 3 wins.
7. Courtesy rules:
 - a. Do not attempt to tamper with the game surface in order to gain a strategic advantage. This includes, but is not limited to, blowing on the ball and/or jarring the table.
8. A coin toss is to determine which side gets first serve for each game.
9. After each goal, the team who was scored on gets to serve the ball.
10. Serving:
 - a. The ball is placed next to the middle (or third position) man on the five bar (bar with five men on it).
 - b. You must then ask if your opponent is ready. If they confirm readiness you may serve the ball.
 - c. To begin play the ball must touch two men on your five bar, at this point the ball is considered live and can be played accordingly.
11. Ball leaving play:
 - a. If a ball leaves the table: The team who did not make the initial contact with the ball on the play gains possession of the ball on their two bar (defensive rod with two men on it).
 - b. To serve from this area, serve as normal, but serve from the two bar, instead of the five bar.
12. Dead ball stoppage:
 - a. If a ball is stopped while on the table and neither side can reach it with any of their men it is to be considered a dead ball.
 - b. A dead ball is recovered by a team dependant on where it lies before being declared dead.
 - c. If it is dead between the goal and a team's five bar (bar with five men on it) it is served to play from that side's defending team. **On this occasion the ball is served from the team's defensive zone (two bar).**
 - d. If it is dead between both team's five bars, it is served to play from the five bar of the team that had served from the five bar last.
13. **BALLS FOR THE EVENT WILL BE PROVIDED. Teams will NOT be allowed to use their own balls.**

POOL PLAY

In the event that there is a tie after pool play, the team that advances to the medal round is the team with the best record against the other team(s) involved in the tie.

Example: With four teams in a pool

| | |
|---------|--------------|
| A vs. B | A Wins match |
| A vs. C | A Wins match |
| A vs. D | D Wins match |
| C vs. D | C Wins match |
| B vs. D | B Wins match |
| B vs. C | C Wins match |

In this case both teams A and C win two matches while B and D win one. In the game between team A and team C, team A won over team C so team A advances out of the pool.

If there is a three way tie where the records of the teams do not determine an outcome we will use a formula of Total Games Won / Total Games Won + Total Games Lost with best average (percentage) advancing to the medal round. If a tie still exists we will use a formula of Total Points For / Total Points For and Against with best average (percentage) advancing to the medal round. Only teams in the tie will be included in the calculations.

TEAM CANCELLATION / NO SHOW PENALTY

Cancellations must be in writing either emailed or faxed to the Corporate Challenge office.

If a team must cancel their participation in a sport, the Penalties are as follows:

CANCELLATIONS: After Friday, March 25, 2011

This is the date that your Sport Commitment/Team Captains List is required. After this date schedules are made and **ALL Cancellations** will result in a **3 point deduction** for your Company.

LAST MINUTE CANCELLATION: Within 48 hours of your event start time

Teams that provide written notification (by email or fax) that they are canceling out of an event within 48 hours of the start of the event will be penalized **5 points**. A company with participants who register at their event but are unable to register an eligible team will be considered a Cancellation and the penalty will apply.

NO SHOWS: No notification of cancellation

A No Show will result in a **10 point deduction and disqualification from that sport for the following year**. A NO SHOW being a team that has not provided any notification that their team is not participating.

MISSING A MATCH:

A company missing two (2) matches throughout the tournament will be considered a Cancellation or No Show and the penalty will apply. If you think your team will DEFINITELY miss ONE match, please call the Corporate Challenge office with at least 24 hours notice.

PRACTICE TIMES

Practice times are available on Wednesdays and Fridays at Gateway Lanes
(3414 Gateway Blvd, Edmonton AB)

7pm-10pm.

Please call Will at 780-340-4222 or Darcy 780-964-7698 to confirm a space.