

MIT INTRAMURALS

FOOSBALL RULES

Eligibility

All team members must have a current DAPER membership and be either:

- A MIT undergrad or grad student who is registered for the semester
- A member of the Staff, Faculty, Instructors, Lecturers or Post Docs
- A member of MIT Alumni Club of Boston (MITCOB) who is registered with DAPER
- A spouse or partner of any eligible player who has an active DAPER membership

Varsity/Club Sport Eligibility

After gaining permission from their coach, members of MIT club or varsity teams may ONLY compete in the highest level league offered (ie B league if no A league is offered) in the same sport as their varsity/club sport. These members are eligible to participate in any B or C League as well as any A League of a sport different from their varsity or club. In the event that only 1 general league is offered for the IM sport, then varsity and club sport members are ineligible to compete in the same sport as their varsity/club sport.

IM participants may only compete on one team in each league per sport. Roster changes may be made up to the start of playoffs. During this time, players may join, quit, or switch teams. Once playoffs begin, rosters will be locked.

Leagues

Here are basic descriptions of levels of skill and competition within each league. Leagues may be combined or split at manager's discretion. Champion t-shirts are awarded to A & B Leagues. See 'Number of Players' section for how many t-shirts will be awarded.

A League - Higher level of competition. Players may have played in high school or have a higher level of skill. Open to men and women with no male-to-female ratios.

B League - Intermediate level of competition. Players' main goal is to be active and have fun. Open to men and women with no male-to-female ratios.

C League - Lower level of competition. Typically players have little to no experience playing and are just looking to try a new sport. Open to men and women with no male-to-female ratios.

Co-Rec - An intermediate level league (approx B level competition) which has specific male-to-female ratios during play. See 'Number of Players' section for male-to-female ratios.

Sportsmanship

-Proper sportsmanship is expected of all teams at all times. Attire and/or behavior that implies, or contains; inappropriate, offensive, or vulgar themes, language, images, or symbols, is not permitted within DAPER facilities. Individuals found with inappropriate attire can be denied participation in DAPER sponsored programs and events. Staff decisions regarding attire policy enforcement are final. Refer to MIT's [Mind and Hand Book](#)'s section on [Harassment](#), [Freedom of Expression](#), and [Institute Expectations of Student Behavior and Integrity](#) for further elaboration of standards and expectations.

-Most MIT intramural leagues are not refereed. The captains are expected to control the behavior of their team members.

-The sport manager reserves the right to remove any player or team from the league without prior warning if there are any incidents of unacceptable sportsmanship.

-Any complaints should be reported to the manager immediately.

Reporting Scores

-It is the responsibility of the WINNING team's captain to record the score on IMLeagues.com. It will be assumed that there was a double forfeit if no score is recorded 24 hours after the game was played.

Forfeits

-If the minimum number of players are not present by game time, the other team has the option of calling a forfeit on that team OR waiting 10 minutes.

-If a team does not have the minimum number of players by 10 minutes past the scheduled game start, it counts as a forfeit.

-The penalties associated with a forfeit can be avoided by communicating to the sport manager and opposing captain that you will not be able to field a team. Further advance notice reduces the penalty, as it gives the manager a better opportunity to use that field/court time for other games:

- * More than 72 hour advance notice results in no penalty. We will try our best to reschedule the game but are limited by facility space. If the game cannot be rescheduled, it will not count towards your record.
- * 24 - 72 hour notice results in loss if game cannot be rescheduled (but no fine)
- * Less than 24 hour notice results in forfeit and fine

Fines

-Fines will be issued according to the IM Handbook Section XII. Refer to the handbook for more information.

-Failure of either team to commence play at game time will cause either or both of them to be charged with a forfeit and a corresponding fine.

-Failure to attend captain's meeting: \$15

-Forfeited Matches- First infraction: \$25. Second infraction: \$50 and disqualification from playoffs. Third infraction: \$75 and removal from league.

-Dropping out of league (once games have been scheduled): \$75

Number of Players

-MIT intramural teams are open to men and women, and there are no male-to-female ratios that need to be adhered to, except in the co-rec leagues.

-All players must register on IMLeagues.com before playing in a game.

-Teams must have at least 3 players on the roster. A minimum of 2 players is required to start the first game but a third player is needed to complete a full matchup (1 singles game and 2 doubles games), unless the match is decided after the first two games. Teams may have up to 5 players participate in one match, but no player is allowed to play more than twice.

-Champions in A and B Leagues will receive t-shirts; regardless of players registered, no more than 10 shirts will be issued.

Playoffs

A & B leagues will have playoffs. Unless the manager requests special conditions, the following guidelines will be used in all IM sports for determining qualifications for playoffs:

1. Total points (a) two points for a win (b) one point for a tie (c) no points for a loss
2. Head-to-head result
3. Goal differential (in case of less common scoring system, the manager will determine the method of goal scoring)
4. Goals for/Goals against
5. Coin toss

Start of Play

-Reference Rules from <http://www.foosballsoccer.com/official-foosball-rules.html> which makes the official rules.

-A coin flip shall precede the start of the match. The team that wins the flip has the choice of table side or first serve.

-Teams will alternate table sides for the remaining games.

-Once a team has chosen either the table side or the first serve, they may not change their decision.

-The match officially starts once the ball has been put into play.

-After the initial serve, all subsequent serves are performed by the team that just got scored on (or the team that lost the previous match).

Game Play

-Best of 3 matches shall be limited to 45 minutes from the time the match is started, including 1 singles and 2 doubles matches.

-Play to 10, win by 2.

- A serve through the serving hole is used to put the ball into play at the start of the match, after a point is scored, or after a ball leaves the table. The server may attempt to influence the roll of the ball, but may not allow any part of either hand to be in the play area once the ball hits the playfield.
- A ball shall be declared a dead ball when it has completely stopped its motion and is not within reach of any player figure.
- Once a ball is put into play by the server, it shall remain in play until the ball is hit off the table, a dead ball is declared, time out is called, or a point is scored.
- If a ball is declared dead or leaves the playing area, the ball shall be declared off the table. The ball should be put back into play with a serve by the team which originally served that ball.
- Each team is allowed two time outs per game during which the players may leave the table. Such time outs shall not exceed 30 seconds. If the ball is in play, time out may be called only by the team in possession of the ball, and then only if the ball is completely stopped. If the ball is not in play, either team may call time out.
- A ball entering the goal shall count as a point, as long as it was legally scored. A ball which enters the goal but returns to the playing surface and/or leaves the table still counts as a goal.
- 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.
- 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 loose from the other player's possession. The rule is that there is no jarring allowed at any point during a game.
- 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.
- Out of play balls: 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 reserved by the team that was last scored on.

Equipment

- Games can be played in the CSAIL foosball lounge which is in the 4th floor hallway connecting Stata and building 36.
- If the match is being played on a common table (e.g. CSAIL lounge), then it is the responsibility of the home team to provide foosballs. Though, its not a bad idea for both teams to bring them in case the other forgets.
- Historically, a lot of teams prefer to play in their fraternity houses or dormitories. This is fine; it is just up to the captains to coordinate it and reach an agreement.