

Human Foosball Scoring Guidelines

Material to be provided by Station Master:

Human Foosball Court

Stopwatch

Are you ready for some...**FOOSBALL**?! That's right – we will have a Human Foosball Tournament and we want YOU to be a part of it! Patrols will battle it out on a life-sized foosball court. Prelims will be in the afternoon sessions with the top patrol from each session battling it out in the finals.

Human Foosball Rules

- All teams are 9 people. The foosball field will consist of 2 rows of 3 people each, 1 row of 2 people, plus a goalie for each team.
- The field of play is a 50' x 30' arena. The goal markers are about 8 ft apart at the center of the end boundaries.
- Like real Foosball, the players will have to stay in the same order on their designated line.
- Each line of players may move to the left or right, but they can never pass the lines in front or behind them.
- The game is started by rolling a ball between the two lines at the center.
- For safety reasons, the ball must remain at waist height or lower.
- If a player kicks the ball above waist height, play is stopped and a penalty kick is awarded to the other team from their first line in front of the goal.
- Players must keep their hands on the handles at all time during play or a penalty kick is awarded to the other team. Players on the same PVC pipe as others will need to work together and move in synchronization - much like the plastic men on a foosball table. While keeping both hands affixed the line, players try to pass the ball to another teammate or kick the ball into the opposing team's goal.
- If the ball ricochets out of the playing area, the game is restarted by rolling a ball between the two lines at the center.
- Games will last 10 minutes or first team to 5 points.

30 points will be awarded for participation

Additional points are awarded at the end of the day for the following places in the finals:

1 st place	20 pts
2 nd place	15 pts
3 rd place	10 pts
4 th place	5 pts
5 th place and lower	0 pts

Total points possible: 50 points