

OFFICIAL RULES OF THE ARIZONA FOOSBALL LEAGUE

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RULE 1 MATCH PLAY AND SCORING

1.1 PREPARATION

1) Bring necessary match documents. The team captain of each team is responsible for bringing or producing both a *score sheet* and the *player ratings* to each match. (This practice assures that the match documents are on hand, and avoids the situation where each captain assumes the other will bring the materials.) Note that each captain must simply produce the documents and does not necessarily have to bring a hard copy themselves. (E.g., a captain may arrange for another person [including members of opposing team] to bring the documents.) Failure to do so - even when the opposing team is in compliance - will result in a penalty (see "*Penalties*" below). Note also that producing the player ratings via the internet, smart phone, etc., is acceptable.

2) Table selection. The home team reserves the right to select the match table.

3) Filling score sheet. The home team reserves the right to fill in their section of the score sheet after the visiting team.

1.2 SCORE SHEET SET UP

1) Set your lineup. At the top of the score sheet, assign each of your players into the #1, #2, and #3 slots in the order of your choice. Be sure to take care when assigning your lineup, as this will dictate the game types and match ups for each of your team's players! Also, fill in each player's current rating in the box labeled "Rtg".

2) Fill in player names for each game in the live rounds of play. Use the lineup ID's to guide you in filling in your teammates' starting assignments for each game.

3) Fill in player/team ratings for each game. This is simply the rating (or average rating) of each team member in a given game.

4) Set "point spots". Once both teams have completed steps 1-3, point spots can be assigned for each game. The lower rated team shall receive a point spot equal to the rating difference between the two teams, rounded to the *nearest* full point. In the case of split (a half point difference), a point spot is NOT awarded.

Notes on calculating point spots:

1. A team's rating for a game is calculated as the *average rating* of its participating players.
2. Maximum point spot is 4.
3. Point spots are to be scored at the table before the start of each game.

1.3 PLAYING & SCORING THE MATCH

Each match is composed of several rounds of games, with each round representing a different type of game (see "*Game Types and Rules*"). **The winner of the match is the team that wins the most rounds.**

Game Scoring Formats:

Standard league games are played as a simple race to seven points. Overtime games and games featuring a handicap spot of 4 or more points are played in the "win-by-2" format.

- RACE TO 7: First team to score 7 points wins.
- WIN-BY-2: Game must be decided by 2 or more points, with a minimum of 7 and a maximum of 9.

After completing each game, record the final score and then mark the winner of the game in the "W/L/T" column. After completing all games in a round, add the number of wins together for each

team to determine the winner of the round, and enter a W, L, or T (win, loss, or tie) for each team in the round totals box.

Note that a "Point Champion" round is simply a points total of the entire match; the winner of this round is the team that has scored the most total points in all rounds.

Upon completing all rounds, enter your team's total round score in the "Rounds W/L/T" boxes at the top of the score sheet for your final match score, and circle the winning team.

Game play order & time limits:

It is recommended to play games in the order they appear on the match score sheet. However, games and rounds may be played out of order if both teams agree, *with the exception of the final round of live games - which MUST be played last.* (This is to deter "sandbagging" of rating points by teams who have already locked a victory. See "*Miscellaneous --> Notes on Player Ratings*".) New games should begin within three minutes from the completion of the last game, unless all players in the match agree to a break.

Note on "early decisions": occasionally, a match may be decided before the last several games are played. In this case, the match can be terminated **if all players agree to do so.** (Some players may be in the running for individual prize categories, e.g., and may wish to play on.) When electing this option, simply cross out unplayed games on the score sheet to ensure that they will not be included in league statistics or player ratings.

1.4 TIEBREAKER/OVERTIME

In the event of a tie in the final match score, the match will enter "overtime", and will be decided by one final game, played in the "win-by-2" format (see *game scoring formats* in section 1.3). Game selection will be determined as follows:

1. One team will select the game type.
2. The other team then selects the participating players for *both* teams.

The options must be exercised in order, and the home team reserves the right to choose which option it wishes to exercise.

In the case that a match is tied and teams fail to play an overtime game, the following tie breakers, in order, will be used to decide the winner.

1. Point champion.
2. Winner of the "doubles" round.
3. Team with least number of substitutes.
4. Home team.

1.5 FINISHING UP

At the end of the match, each team captain should check the score sheets to make sure the rounds and match totals were scored correctly, and sign the bottom of the sheet. The captain of the *winning team* is then responsible for delivering the score sheet to the league coordinator (via fax, email, MMS message, etc.).

1.6 PENALTIES

FAILURE TO BRING MATCH MATERIALS:

Each team captain is required to bring a match sheet and the current player ratings to the match. If a team fails to do so, *they must spot one additional point to the opponent in the first game that their team captain plays* (it is the captain's task, after all!).

LATENESS:

Players who are late for a match are subject to the following penalties, at the discretion of the opposing team:

- **At 20 minutes past scheduled match start time** all players who are not physically on location for the match will be penalized a timeout in every game they participate in during the match. Note that this is not cumulative – no team will suffer more than the loss of one timeout for any game regardless of how many members are late.
- **At 30 minutes past scheduled match start time** and every 10 minutes afterward, one game shall be forfeited by each missing player. The forfeiting team may select which game(s) are forfeited. If no representative from the forfeiting team is present, the forfeited game(s) will be selected by opponent.
- **At one hour past scheduled match start time**, ALL remaining games of the missing player(s) shall be forfeited.
- **De-merits** can be assigned for lateness by checking the appropriate spot on the score sheet.

NO-SHOW:

Any league player that is scheduled to play a given match and does not show up (or secure a substitute) and neglects to inform his/her teammates at least one hour prior to the match that he/she will not be able to attend, will be suspended from the league for the remainder of the season or indefinitely, at the discretion of the league coordinator. The player will not be refunded league fees, and will forfeit any league prize money he/she may have already or potentially secured. (Although it is expected that occasionally players will be unable to attend a given match, there are many options to handle this situation with due respect to both the affected players and to the league in general, the least of which is to simply notify those involved. Those who exhibit such disregard for the time of other players are detrimental to the league as a whole.)

ILLEGITIMATE PLAYERS:

Players who play in a match illegitimately (e.g., replacing a player who has already started a match, an illegal substitute, banned player) will have all games played scored as forfeits to the opposing team. This may result in a change in the outcome of the match.

ILLEGITIMATE LOCATIONS:

Matches must be played at designated venues per the league schedule. This is critical to the success and reputation of the league and agreements made with league sponsors. Under unusual circumstances, a match may be moved with consent of a league coordinator. Matches played in violation of this rule will be nullified (see "*Miscellaneous --> Unplayed Matches*"), and violating players may be subject to fine or suspension.

STEALING FROM OR SABOTAGING LEAGUE OR VENUES:

Players who are caught stealing from or sabotaging the players, venues, or their property either directly or indirectly (e.g., by placing tables on "free play") will be suspended indefinitely from league play, and potentially banned from the venue of the offense.

1.7 LOST SCORE SHEETS

In the case of a lost score sheet, it will be up to the two team captains to re-assemble the score sheet to the best of their recollection. Games whose results are known, but whose score cannot be accurately recalled should be scored as 7-6. If agreement cannot be reached by both captains on a game, it will be a scratch or a mutual forfeit (scored as "F" in both players' result column). If the overall result of the match is in dispute between the captains, resolution shall be deferred to the

League Coordinator (who may either select a winner, offer a "playoff" game, or choose another solution at his/her discretion). Note that the league coordinator may also amend or overrule any decisions made by team captains in this case.

1.8 ERRORS ON SCORE SHEETS

Obvious errors on score sheets will be corrected by the League Coordinator when possible and prudent. This includes errors that may change the outcome of a match. If parts of a score sheet are unclear, the League Coordinator will first attempt to resolve issues by contacting the participating team captains. If the captains do not agree on a resolution or they cannot be reached, the decision will be deferred to the coordinator. Note that errors effecting the logical flow of the match or season, or cases where the score sheet indicates that the teams agreed on the issues in question (by circling the winning team and signing the sheet, e.g.), will likely be ruled as stands.

Players whose ratings are marked incorrectly on a match score sheet may not be eligible for a rating reduction for that week (see *"Miscellaneous --> Notes on Player Ratings"*).

RULE 2 GAME TYPES AND RULES

Various types of games are sanctioned for play in Arizona Foosball League matches. Standard ITSF rules apply in all games, except for the editions and exceptions listed herein.

2.1 GENERAL RULES OF PLAY

- **SCORING:** Standard games are played as a simple race to 7 points. Games where there is a spot of 4 points will be played in the "win-by-2, or first to 9" format.
- **SIDE SELECTION & FIRST SERVE:** First choice of table side goes to the home team. Sides may be switched each round if either team desires. The first serve of any league game goes to the team or player that is spotting points. If there is no point spot for a game, then the first serve belongs to the home team.
- **PLAYER POSITIONS:** For standard doubles games, the player with the lowest lineup ID must start in the forward position. Once the game has commenced, players may change positions as per normal rules of the game. In roto-style games, each team may set any player rotation they wish, but the rotation order must remain the same throughout the game.
- **TIME OUTS:** 2 per team per game.

2.2 GAME-SPECIFIC RULES

2.2.1 DOUBLES & SINGLES

Standard ITSF rules.

2.2.2 TEAM ROTO

Teams play standard rules and rotate positions after scoring a goal.

- In triples play (3 vs. 3), one player must be assigned to both forward rods. (Note that this does not apply to 3 on 3 *Rollerball*!)
- After a team scores a point it must rotate players from back to front, with the forward-most player either leaving the table (in singles and doubles), or moving to the rear position (in triples).
- Players may not change positions during the match (except after scoring, as indicated).

2.2.3 GOALIE WAR

Players lift up the forward rods and battle it out from the goal. Standard ITSF rules apply, with the following notes/exceptions:

Serve: Players serve per standard rules directly to their goalie position.

Ball Possession: Once a ball leaves a player's goalie area, it is considered to be in the possession of the opposing player until it enters and leaves his/her goalie area. A ball that stops between the two goalies shall be re-served by the player ruled in possession.

Neutral men: All unused player figures are considered neutral; a ball that strikes these figures is a live ball.

Time limits: 10 seconds.

2.2.4 FORWARD SHOOT OUT

Players take turns serving the ball to their forward 3-man and shooting for goal. For the purpose of FSO rules, the "field of play" is defined as the entire playing field forward of the area of control of the forward's 3-bar.

Serve: Players serve per standard rules directly to their forward position. The serve alternates between players for the entire match.

Shooting: A shot on goal commences when the ball leaves the forward's 3-man. A shot is complete after the ball is stopped and controlled by the opposing goalie, passes out of the field of play, or goes dead anywhere in the FSO field of play. (Note that a shot ball that escapes the goalie and returns to the shooter without leaving the field of play is still a live ball and the shot is not yet complete.)

2.2.5 5-BAR WAR

Passing competition between opposing forwards. Each player controls the 5-bar and forward 3-bar, and points are scored by catching the ball on one's own 3-bar. Standard ITSF rules apply, with the following notes/exceptions:

Scoring: When a player catches (and stops) the ball on his/her 3-bar, he/she may elect to either score a point or deduct a point from his/her opponent's score. (NOTE: a player's score may not be reduced below 4 points.)

Possession: The game is considered live as long as the ball is in the zone between the opposing 3-bars. A ball that leaves this zone and escapes a player's 3-bar is considered to be captured by the opponent's goalie, and is then re-served at the opponent's 5-bar.

2.2.6 ROLLERBALL

Ball(s) may not be stopped during play.

Stopped ball violation: If a ball comes to a stop for a second or longer while within reach of a player, the following protocols may be used to render a violation:

- If a single ball is in play and within a player's reach, a violation may be directly called by the opponent.
- If multiple balls are in play, opposing players must advise the offender to move the stopped ball. The player then has two seconds to either move the stopped ball or demonstrate that he/she cannot reach it.

Upon a violation, all balls are re-served by the opposing team.

Pinned balls: A pinned ball is considered stopped. *Consecutive pins by the same player figure shall be considered a single pin*, and are subject to the stopped ball violation.

There are two basic rollerball game types with distinct rule sets, as follows:

2.2.6.1 1 Ball Rollerball

All standard ITSF rules apply, with the inclusion of stopped & pinned ball rules defined in section 2.2.6 above.

2.2.6.2 2 Ball Rollerball

Free-for-all excitement with "old school" foosball rules!

- There are no rules regulating which rods must be used by a team's players.
- Distractions, talking during play, and incidental spinning of rods are legal.
- A shot that goes "in and out" of goal does not count, and play continues.
- 10 second time limit per rod.

Serve: Each team serves a ball via the serving hole on the count of 3. Both balls must hit the table within one second of the count.

Scoring: Once a team has scored the first ball and has gained possession of the remaining ball, it has the option of stopping the ball (while demonstrating control) and recording a single point. A team that scores both goals gets two points. If each team scores a goal, it is a scratch and neither team receives a point. In each case, balls are then re-served.

Ball off table: When a ball leaves the table, play is stopped and unscored balls are re-served (if one ball has been scored, the remaining ball is re-served by the team that was scored upon).

Dead ball: A ball is deemed "dead" if no player figure is able to reach it. If another ball is still "live", play continues. Otherwise, unscored balls are re-served.

RULE 3 SUBSTITUTE PLAYERS

Substitute players are welcome to play in league matches under the following general rules:

- *At least one official team member must play for each team in a match* (i.e., a team cannot consist entirely of substitutes!). Violation will be scored as a forfeit.
- If using an unregistered player (one who has no established league rating), a league coordinator should be contacted in order to have a rating assigned. If a coordinator is not available, players from both teams should assign an initial rating via a brief scrimmage with the new player.
- Players may not be replaced or substituted once a match is under way. If a player leaves before the match is finished, the remainder of his/her games (including team games in which he is scheduled to play) will be scored as forfeits.
- In the case where more than one substitute is used by the same team, a 1 point rating penalty will be levied against each substitute.

3.1 SUBSTITUTES FOR REGULAR SEASON MATCHES

Any player (including players not currently registered in the league) can freely substitute for an absent team player in any match played before the last two weeks of the regular season. Substitutes used in a match that includes one or more teams that have reached the penultimate match of their regular season schedule are subject to the provisions listed in the section "Substitutes for Playoff Matches".

3.2 SUBSTITUTES FOR PLAYOFF MATCHES

Substitute players may be used in playoff matches under the following terms and restrictions.
Violation will be scored as a forfeit.

- The substitute must be an established league substitute (having played in the current season), or an eligible reserve or team player from a different team. If the player was previously a member of a different team for three or more matches, he/she will be considered an active "team member" for the purpose of determining eligibility to substitute in playoff matches, and is subject to the requirements for using team players as substitutes in playoff matches detailed below.
- Team players and reserves may act as substitutes on different teams in playoff matches only under the following conditions:
 1. Player cannot be registered as a teammate/reserve on a team that is not yet eliminated from playoff contention.
 2. Player cannot be registered as a teammate/reserve in the same conference as EITHER team in the playoff match.
 3. Team players and reserves cannot substitute for a different team in a league finals match.
- The substitute's rating cannot exceed the rating of the player he/she is replacing by more than 1 point, OR 4.0 (whichever is higher).
- At least two official team members or reserve players must play for each team in a match (no more than 1 substitute allowed!).
- Each substitute will incur a temporary handicap penalty to his/her rating for each match depending upon their activity during the regular season, per the following chart:

# Matches Played	Rating Penalty in Playoff Season
2 or more	1 point
1	1.5 points
0	Ineligible

3.3 USING A TEAM PLAYER AS A SUBSTITUTE

A player that belongs to a team will be allowed to substitute for another team per the following rules/stipulations:

- A player ranked 3.0 or above will incur a 1 point rating penalty; those ranked below 3.0 must add 0.5 to their rating.
- The player's official rating will not be affected by the match results.
- The player will be classified as a "substitute" for the match (results will not count toward individual statistics [except those that apply to substitutes]).
- The match cannot be in the last two weeks of the season or the playoffs.
- Two or more players from the same team cannot act as substitutes in the same match.
- A player cannot play against his/her own team.

RULE 4 RESERVE PLAYERS

A reserve player is a special substitute player that has agreed to grant certain rights to a particular team. Teams have the option of allocating one or more "reserve" players for their team for a small fee. This grants them certain rights and benefits, as outlined below:

- The team reserves exclusive rights to that player as a substitute as long as such action is declared at least 48 hours before the start of the match in question. If a team places a player on reserve for a match and then un-reserves the player with less than 24 hours notice shall be issued a warning. A second infraction will free the reserve to terminate his/her contract with the team at his/her request.
- The player may be freely inserted into the team at any time during the season *including the final two weeks of the season and playoffs*, with full team member privileges (i.e., without a rating penalty and without being counted as a "substitute"). Note that to avoid playoff rating penalties, a reserve must have played a minimum of 3 matches with the team preceding the start of the team's ratings lock date. Refer to the following chart:

# Rated Matches Played w/Team	Rating Penalty in Playoff Season
3 or more	None
2	0.5 point
1 or less	1 point

- The player may not be used as a substitute against the team who has him/her designated as a reserve.
- The player is subject to special restrictions regarding his/her eligibility to join a different team at any point in the season, as outlined in the section *Changing Team Members*.
- Reserve players may be subject to special or conditional rating adjustments (see "*Miscellaneous --> Notes on Player Ratings*".)

With the exception of the specific terms detailed above, a reserve player maintains all of the rights of a normal substitute.

Notes on reserve slots:

All players are utilized via the use of a *reserve slot*.

Reserve slots allocated by a team are bound to the designated player and current team members. (I.e., a team may not dismiss a reserve player and move a different substitute player into that slot.) In the event that a reserve player *joins a team* under the conditions outlined in *Changing Team Members*, the slot may be occupied and utilized by the ex-team member.

A reserve player may be acquired at any time preceding the penultimate game of the regular season. Note that the cost of a reserve player may rise as a season progresses.

Essentially, having a reserve player offers a team many of the key benefits of a fully matriculated team player, while still leaving that player the option of substituting when not on reserve, and preserving his/her potential of winning any awards that are available to standard substitutes.

RULE 5 PLAYOFFS

5.1 TEAM PLAYOFFS

Teams compete for playoff spots in each conference, and then face off in the postseason to determine the overall league champion via a series of elimination matches.

5.1.1 QUALIFICATION FORMAT

Each conference will follow a standard playoff "rolling" model consisting of a division winner and one or more wildcards. Teams that finish highest will gain byes and other advantages; lower ranked teams will have to face off in earlier matches to try to advance. Two sample formats are provided below in order to explain a typical playoff schedule. (Note, however, that exact specifications for a particular season's playoff format may be adjusted on a per-season basis.)

Sample format (5-8 team conference):

The top three teams gain entry to the playoffs (division winner, wildcards 1 & 2). The division champion will earn a first round playoff bye, while the "wildcard" runner-ups must face off in round 1 to decide who meets the division champion in the Conference Championship Match.

Sample format (9-12 team conference):

The top four teams gain entry to the playoffs (division winner, wildcards 1, 2, & 3). The only difference between this format and the sample for 5-8 teams is the addition of an early round "preliminary" wildcard match between the two lowest ranked playoff teams (wildcards 2 & 3). After completion of this match, there will be a division winner and two wildcard teams remaining, and the format will then revert to the outline for 5-8 teams above.

The Conference Champions will meet in the League Championship Match (Foos Bowl) to determine the overall league champion.

5.1.2 CONFERENCE TIE-BREAKERS

- Head-to-head record*
- Conference record
- "Rounds won" pct. (ties count as ½ a win)
- Points differential (PF - PA)
- Team beer (or soda) chug

* Notes on head-to-head (HTH) tie-breaker: HTH record applies to teams within any set of two or more teams with the same overall record, and a minimum of one match played within the set.

5.1.3 MATCH FORMATS

All regular league rules apply, with the following exceptions and provisions:

- Special rules for substitutes (see playoff notes under "Substitute Players" section).
- **CHAMPIONSHIP MATCH ONLY:** Since the championship event is played in a neutral location and there is no official "home team", the following amendments apply to the standard home field match privileges:
 - *Table choice:* The teams in the league championship main event shall have choice of table from all available.
 - *Ball possession for games with no point spot:* The initial drop in games without a point spot shall rotate for all such games, in order from top to bottom on the score sheet.

Home Field Privileges

The "home field" privileges for a championship match are listed below:

- *Table choice*
- *Right to set lineup after or before opponent ("Home" or "Visitor" on score sheet, respectively)*
- *Initial table side*

- *Initial possession in first game with no spot*

Selection Protocol

Before the start of the match, privileges shall be awarded via the following protocol:

- Table choice will be addressed first, and uniquely. If both teams agree on the choice of table, it will be removed from the list.
- All remaining privileges will be awarded on an alternating basis, with the first choice being determined by a coin toss. (Note that a team may select *any of the available privileges* upon their turn.)

In the event of an overtime match, the right to select the game type shall be determined by coin toss.

5.2 INDIVIDUAL PLAYOFFS

Individual player statistics are kept for a variety of categories. At season's end, the top players from each conference square off to determine the overall league champion of each category. (Current player statistics for all categories can be found in the "*PlayerStatistics*" document, along with descriptions, qualifiers, and awards.)

5.2.1 QUALIFICATION FORMAT

The winner of each category for each conference will meet in a head-to-head match at the League Championships in order to determine the league champion for that category. In the event that a conference winner is unable to compete in a title match, the conference may replace that representative with a runner-up in the given category, but the replacement player will incur a 1 point rating penalty *for each position behind the leader* in the championship match.

5.2.2 CONFERENCE TIE-BREAKERS

For ties among qualifying players in any category, the following tie breakers apply (against games within the same category). If two or more players remain tied after players are eliminated during any step, tie breaker reverts to step 1.

- Most games played.
- Head-to-head record. (Note that a player may not be disqualified by this method if he/she hasn't played any HTH games.)
- For TWO-WAY TIE FOR FIRST PLACE at end of regular season only: Head-to-head playoff at conference championships. See "5.2.3 Match Formats" for format.) Loser retains #2 spot, in case runner-up rules apply in title match.
- Point differential.
- Strength of opponents played (winning percentage).
- If players are ON THE SAME TEAM: the player with least number of alternative conference titles in current season will advance. If still tied, coin toss will decide.
- Head-to-head 1 game playoffs.

5.2.3 MATCH FORMATS

All individual title matches will be a best-of-3 series of the appropriate game type(s). All regular league rules apply, with the "home team" decided as follows:

- Player with better record in the title category.
- If players have equivalent records, the "home team" advantage will rotate each game, with the first game decided by a coin toss.

Following are details for the title match of each category.

LEAGUE STUD TITLE MATCH – Each player takes turns selecting the game type, with the player possessing home field advantage having the first pick. Any current league game type may be selected, with the following conditions:

- Any multi-player game must be played with each player's currently registered team or reserve members (ex-teammates and substitutes not allowed). As this means that both players must have teammates available on site, it is possible that the entire 3 game series must consist of 1-on-1 games.
- Each player may select a particular game type only once.
- If the series reaches a 3rd and deciding game, that game must be a 1-on-1 (heads-up) game.

DOUBLES TITLE MATCH – Each player must assign his/her full lineup for all games before starting the match ("visitor" selects first). Each player must also rotate his/her starting position in each doubles game. Players may freely play with teammates from the current season without restriction or penalty. Substitutes will be allowed per the following terms.

TERMS FOR SUBSTITUTES

ELIGIBILITY

Substitute must be an established and current league player (having played in the current season), and cannot belong to a team in the opponent's conference.

SELECTION PROTOCOL

A player may select a substitute from the pool of eligible players who have declared themselves available (see "eligibility" section above) only if his/her opponent grants this option. Similarly, the same substitute player may be used more than once only if his/her opponent grants this option.

If manual selection is not mutually agreed, substitutes may be selected at random for each game from a pool of all eligible players who have declared themselves available (see "eligibility" section above). The same substitute may be selected more than twice in this protocol only if there are no remaining unused players in the available pool.

HANDICAP PENALTIES

No penalty is incurred for the first use of a substitute player in the match. Afterward, there is a 1 point rating penalty for games including a substitute.

ROLLERBALL TITLE MATCH – Each player takes turns selecting the game type (from those available in the current season), with the player possessing home field advantage having the first pick. Substitutes will be allowed for the match under the conditions outlined in the "Doubles Title Match" section.

GOALIE WAR, FORWARD SHOOTOUT, 5 BAR WAR, SINGLES TITLE MATCHES – No special rules.

RULE 6 INTERIM LEAGUE EVENTS

The *Interim League* consists of informal league events intended to provide continuity between official seasons, as well as foster player communication, camaraderie, and introduction of new players.

Interim league play is open to all players. New players (without an established league rating) will be assigned an initial rating by the coordinator. A small entry fee may be charged on site (usually equal to a player's league rating) along with a contribution from the host location and/or AZ Foosball in order to provide a prize for the event.

6.1 AWARDS

Typically, additional prizes will be awarded at the end of the interim league period. E.g.:

- **League Medal** to the player with the best overall winning percentage
- **Free entry to next league season** to player with best winning percentage & rating < 4.0
- **Free entry to next league season** to player with best winning percentage & rating ≥ 4.0
- **50% off league entry fee** to player with most interim events played

Notes on qualifiers & tie-breakers

- Winners must have played in at least 33% of the scheduled interim events.
- Tie-breakers, in order: win pct., most events played, lower league rating, split

Notes on ratings

Ratings may adjust slightly for performance (e.g., ± 0.3 for top/bottom 8.5%, ± 0.2/0.3 for top/bottom 12.5%, ± 0.1/0.2 for top/bottom 20%, ± 0.0/0.1 for top/bottom 25%). Coordinator may arbitrarily adjust ratings for new players per judgment.

Various event types may be offered at an interim league event. All standard league rules apply, with the given exceptions and provisions described hereafter.

6.2 HANDICAPPED TOURNAMENT

This is a hybrid league/tournament style event, featuring league-style games in a double-elimination tournament, with all matches using the current league rules and handicapping system.

Specifications

- Matches are handicapped via normal league rules.
- Games are played to 7 points (games without a point spot are played to 5); matches consist of best-of-3 games.
- As the event is played in a neutral location and thus there is no "home team", the following provisions are in effect:
 - Tables are assigned per match by the director.
 - If there is a point spot in the match, that team will get first possession of the ball, and a coin is tossed for choice of table sides.
 - If there is no point spot in the match, a coin is tossed per standard ITSF rules: the winner may choose to take either first possession of the ball, or first choice of table sides.

6.3 1 ON 1 BATTLE

Singles "League-Style". Before each match, a coin is tossed and the winner selects a 1 on 1 league event.

6.4 SHUFFLE MATCH

This is a standard league match where teams are generated at random from those participating.

6.5 MATCH TIME CONSIDERATIONS

In the spirit of traditional league play (where players typically play on weekdays and match times are kept within reasonable limits to facilitate a standard work & family schedule), the interim league tournament director may impose several provisions in the tournament in order to ensure its prudent operation. Among them:

- Matches that do not require a handicap (no points spotted) will be played as standard best of three "game-to-5".
- Matches played on the losers' side of the bracket will consist of one game to 10 points. (Note that the coordinator will scale the handicap for these matches to fit the longer game format!)
- In the event that more than 8 teams are enrolled (incurring an additional first round), the extra 1st round matches (involving teams 9 and up) will also be played as a single game to 10 points. (NOTE: the loser of these matches [though still in the tournament!] shall be refunded half their entry fee as consolation for not getting an opportunity to play at least one standard full-length match.)

RULE 7 MISCELLANEOUS

7.1 MEMBERSHIP FEES

League fees apply to team members or reserve slots only (substitutes do not owe any league fee) and should be paid in advance of the season. Payment arrangements may be available through a league coordinator. The following schedules will be in effect in regards to payment or non-payment of league fees:

Fee Schedule for Team Members	
Pre-season	10% discount if fee paid in full before season begins.
Week 1	Full rate is in effect.
Week 2 - 3	Unpaid fees are highlighted on league sign-up sheet.
Week 4	<p>1 point rating penalty levied upon players with unpaid fees, and offending players' ratings will be locked in the downward direction (i.e., his/her rating may rise based on performance, but will not fall). Penalty also applies to substitutes used in players' place.</p> <p>Only the players' teams and their week 4 opponents are informed.</p> <p>Penalty may be waived if explicit arrangement is made with coordinator to pay by week 5, or at discretion of opponent.</p>
Week 5	<p>1 point rating penalty levied upon players with unpaid fees, and offending players' ratings will be locked in the downward direction. Penalty also applies to substitutes used in players' place.</p> <p>All league members will be informed.</p> <p>An offending player's opponent does not have discretion to waive penalty. All games played without such penalty will be forfeited by the league coordinator.</p>
Week 7	\$5 late fee added.
Week 10	Players with unpaid league fees will be suspended from

	<p>league. Any games played in violation will be scored as forfeits. Penalty also applies to substitutes used in players' place.</p> <p>Unpaid fees of suspended or banned players are subject to confiscation at season's end as described in section "<i>Fee Confiscation</i>".</p>
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Fee Schedule for Reserve Player Slots	
Pre-season	10% discount if fee paid in full before season begins.
Week 1	Initial rate applied.
Week 2+	Rate rises each week (normally 5-10% increase).

Fee Confiscation:

Any player or team that has unpaid fees at the end of season (including teams that have unfilled rosters, and hence a missing contribution to the league prize fund) will have said fees deducted from any prize monies earned by the team or any member of the team of a delinquent player. (E.g., if a team member has not paid his/her league fee and a different team member wins an individual prize, the unpaid amount will be deducted from that distribution).

In general, membership fees are non-refundable. The league coordinator may make exceptions at his/her discretion.

7.2 AWARD CEREMONY

Upon completion of finals events at the season ending league championships, awards will be presented to all team and individual title winners.

Players who are not on hand for the award ceremony should contact a coordinator in order to arrange to have their award(s) either mailed to them, or given to a teammate or entrusted friend at the ceremony.

7.3 UNPLAYED MATCHES

Matches that are not played (or forfeited) by their scheduled time (or an alternate time agreed by both teams and coordinator) will be scored as a double forfeit.

7.4 NOTES ON PLAYER RATINGS

- Player ratings are updated every week according to a formula which considers various factors (including percentage of games won, types of games played, match result).
- In the case where a match winner has been decided before or during the final round of live play, succeeding games will not be counted towards league rating points. (This is to deter "sandbagging" of rating points by teams who have already locked a victory.)
- Beginning with the final two matches of the regular season, player ratings will be set and locked to each player's recent simple moving average. Thereafter, ratings will not change for the remainder of the season and the playoffs. (Note that the lock date for each team may differ depending on schedule!)
- Match player rating penalties are not cumulative; i.e., only the *highest* applicable penalty is levied per player. (I.e., in situations where more than one ratings penalty is applicable to a given player for a given match, only the highest penalty is applied.)

- Players whose ratings are marked incorrectly on a match score sheet will not be eligible for a rating reduction for that week (his/her rating may only adjust upward), unless such error is mathematically irrelevant.
- Players whose ratings have been locked or penalized due to league sanctions (e.g., non-payment of fees) may not be eligible for a rating reduction.
- A reserve player who legally substitutes for a different team will be subject to a reduced rating adjustment for that match (typically 50%).

7.5 CHANGING TEAM MEMBERS

Teammates may be freely changed in the first two weeks of the season. After this point, teammates may be changed midseason under the following provisions:

- The prospective teammate must be enlisted via an active reserve player slot.
- The prospective teammate must play with the team in question for a minimum of *three regular season matches*, and these matches must be played *before the final two matches of the season*.
- The prospective teammate cannot have been an official member of a different team.
- The prospective teammate cannot have been an official reserve of a different team, unless he/she was officially released from reserve status before the start of the second half of the regular season.
- The union must be approved by the league coordinator *before the start of the penultimate game of the regular season*. (The coordinator may grant partial privileges as he/she deems appropriate.)

Note that there may only be three official team members per team; changing a team member necessarily requires that a current member be replaced or reallocated as a reserve.

7.6 LEAGUE COORDINATOR AND RULES INTERPRETATION

In cases of dispute, the league coordinator shall have the final word on rules interpretations and judgments. The coordinator also reserves the right to make exceptions to rules when he/she feels the circumstances warrant such action.