

# The Format for Foosball Tournaments as Played on the Xfoos Machine

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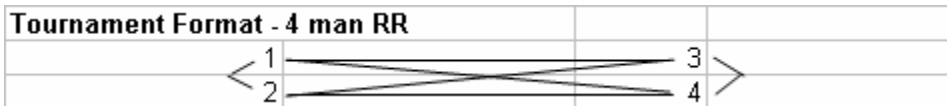
## Tournament Format

All tournament matches are played in the Xfoos format style. The tournament consists of 2 rounds of play. The first round is a round-robin style qualifying round. The second round is a single elimination playoff system.

### Match Schedule - Qualifying

In round 1 four teams will be called to one table. On that single table all four teams will play each other one match. The order of play is as follows:

- Team 1 vs. team 4
- Team 2 vs. team 3
- Team 1 vs. team 3
- Team 2 vs. team 4
- Team 3 vs. team 4
- Team 1 vs. team 2



### Games of a Match

There are a total of 6 matches to be played on each table. All matches are 3 games. The way a match works is as following:

1. The team that wins the most 3 game matches is the winner of the group.
2. A game can end in a tie if the score is tied after regulation and the sudden death time period.
3. Even if a team wins the first 2 games of the match the third game must be played. It is important for tie breaking purposes.

The teams must keep the scores of each game written down on their scorecard. After each match the scorecards must be signed by both teams.

### Breaking a Tied Match with Games and Points

If 2 or more teams end up with the same match record the tie is broken as follows:

1. Most games won within the matches vs. games lost. Ties do not count.

2. If the teams are still tied after game count then point differential is used. All the points are added up each team scored against their opponents and the points scored against them. Point differential determines who wins.

### **Using the Shootout for a Tie on Points**

If the teams in a group are still tied after going to game count and point differential a shootout will occur. Shootouts are 3 shots on goal in 3 game qualifying matches and 5 shots on goal in the playoffs. (see **Xfoos rules on Shootouts**)

### **Round-Robin Winner**

Since teams 1-4 will each play each other team there will be one team that wins that round robin, a team that places 2<sup>nd</sup>, a team that places 3<sup>rd</sup>, and a team that places 4<sup>th</sup>. The first place team goes on to a single elimination playoff. It may be possible to have a playoff for 2<sup>nd</sup> place teams or below.

### **Match Schedule – Final Bracket**

The winners of the round robin qualifying rounds will be placed into a single elimination playoff. The matches will be the best 3 games out of 5. The winner of the match is the one that wins 3 games. A game may end in a tie.

If a match is tied in games after 5 games then it goes into the tie-breaking system outlined above. This system is game and point based on point differential and if there is a tie after points then a shootout must occur.

## Match Time

### Qualifying Matches

A match game is 6 minutes in duration. The players are allowed 1-30 second timeout per game. There may be 3 minutes in between games. Thus:

- 6 minutes – one game
- 1 minute – 2 timeouts a game possible
- 3 minutes – time between games

10 minutes is allocated for each game. A match in the qualifying rounds takes 3 games. Therefore 30 minutes is allocated per each qualifying match. There are 6 matches per qualifying group. Therefore 180 minutes (3 hours) is allocated for that group. If a group starts at 8 pm it should finish at 11:00 pm.

FOR TOURNAMENT QUALIFYING											
MATCHES	TIME/GM	TIMEOUTS	AFTER GM	ALLOCATED	GAMES	TTL TIME	TTL NEEDED	/ 60			
6	6	2	2	10	3	30	180	3			

### Five Game Playoff Matches

A match game is 6 minutes in duration. The players are allowed 1-30 second timeout per game. There may be 3 minutes in between games. Thus:

- 6 minutes – one game
- 1 minute – 2 timeouts a game possible
- 3 minutes – time between games

10 minutes is allocated for each game. A match in the playoff rounds may take 5 games. Therefore 50 minutes is allocated per each qualifying match with a 10 minute rest in between matches.

## **USXFF Rules**

The tournaments are under the rules of the USXFF.