

The Rules of Timed Foosball
as Played on the Xfoos Machine

by the USXFF
(United States X Foos Federation)

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Procedural Issues

Code of Ethics

Any action of an unsportsmanlike or unethical nature during tournament play, in the tournament room, or on the grounds of the host facility, will be considered a violation of the Code of Ethics. Mutual respect between all players, officials and/or spectators is a requirement. It shall be the aim of every player and official to represent table-soccer in the most positive and sportsmanlike manner possible.

The penalty for breaking the Code of Ethics may be forfeiture of a game or match, expulsion from the tournament, and/or a fine. Whether or not the Code of Ethics has been broken, and what is the appropriate penalty for the infraction will be determined by the Tournament Director.

Tournament Director

The administration of tournament play shall be the responsibility of the Tournament Director. This includes making the draws, scheduling the events, etc.

Head Official

All matters pertaining to rules of play (appointing officials, handling appeals, etc.) shall be the responsibility of the Head Official. The Tournament Director is responsible for appointing the Head Official. If there is no Head Official or regular official then the rule's responsibility is with the Tournament Director.

Language and Behavior

1 Cursing by a player shall not be allowed. **(See F1)**

2 Unsportsmanlike conduct or comments made directly or indirectly by a player are not allowed. Calling the attention of the opposing team away from the game is not allowed. Any shouts or sounds made during a match, even if of an enthusiastic nature, may be grounds for a foul. **(See F2)**

3 The use of a spotter in the audience shall not be allowed. Furthermore, a member of the audience is not allowed to influence a match by distracting a player or official. **(See F2)**

4 Coaching will be allowed, but only during timeouts and between games. **(See F2)**

Dress Code for Major Events

- 1 In all major events all players must have their names on their shirts or be able to pin a number on the shirt.
- 2 Frayed blue jeans are not allowed.
- 3 Players may not play barefooted.
- 4 Profane T-shirts or any other item of clothing that is deemed offensive is not allowed.

The penalties for these infractions are up to the Tournament Director.

Rules Decisions and Appeals

- 1 When a controversy arises any team may call a timeout to get an official if one is not at the table once the ball stops and is in control by either team. This is the only time a team without control of the ball may call a timeout. The team must press the [TIMEOUT] button and say “official timeout”. At this point the Home team must suspend the game. **(See Home team Protocol)**
- 2 If the team does not have any timeouts left they cannot call a timeout for a controversy and if no official was at the table they cannot call a timeout to question a play, but may request the game to be suspended to get an official for future officiating.
- 3 If a controversy involves a question of judgment, and the official is present at the time the events in question transpired, his decision is final and no appeal may be made. If the controversy involved an interpretation of the rules, or the official was not present at the time the events in question transpired, the Head Official should make the most equitable decision possible under the circumstances. In order to appeal a rules interpretation a player must file that appeal with the Head Official before the ball being played at the time of the controversy is put back into play. An appeal concerning the loss of a match must be filed before the team that won has begun its next match.
- 4 All rule appeals shall be considered by the Head Official and the officiating staff. All decisions on appeals are final.
- 5 Arguing with an official during a match will not be allowed. Violation of this rule will be grounds for a delay of game penalty. **(See F4)**

Alterations to the Table

- 1 Playing area - no changes can be made that would affect the interior playing characteristics of the table by any player. **(See F3)**
- 2 Wiping rosin or any other substance on the playfield or the ball is illegal.

3 Any player using a substance on their hands to improve their grip must make sure that this substance does not get on the table or ball. If this does occur and the substance is judged to affect the play of the ball (Example: a ball coated with rosin) that ball and any others in the table similarly affected shall be cleaned or replaced immediately. The player in violation shall be penalized for altering the ball, men, playfield, or rods and be in violation. **(See F3)**

4 If a player who uses a substance, such as rosin, to improve his grip leaves a deposit on the handles when switching sides he must clean the handles immediately.

5 If the time necessary to remove the substance exceeds 90 seconds, the player will be penalized for delay of game, and the player will be prohibited from using the substance again. **(See F4)**

6 A player may not place anything on the rods, handles, or exterior of the table that affects the movement of the rods to their detriment.

7 A request to change balls before the start of the match must be approved by the official present or the Tournament Director. The request will be granted only if the playing characteristics of the existing balls are significantly different from the standard.

8 A player requesting a new ball while the ball is in play shall only be granted if the ball is chipped or has a foreign substance on it. The Home team shall suspend play to get a new ball. **(See Home team Protocol)**

Starting the Match

The Match

- 1 The number of games played per match, and the number of matches, is the responsibility of the Tournament Director and will be published.
- 2 The Tournament Director may reduce the amount of time per game or games per match or matches if time becomes a factor in finishing the tournament.
- 3 Unless otherwise stated by the tournament director a game is over when the timer runs out of time.
- 4 Different time durations may be used for the length of the game. 6 minutes and 8 minute games are the most common. At the end of the time whoever is ahead by score is the winner. If the game is tied when the regulation time is over the game is in sudden death and the next team or person to score is the winner. If no one scores within the 2:00 sudden death period then that game ends in a tie.

Practice Before a Match and Resetting the Game

- 1 If the teams are practicing before the match, and it is time for the match to start, the game may be reset to the start position by pressing the RESTART game command under the OPTIONS on the Touchscreen.
- 2 Once the match starts there is no practicing in between games or during timeouts. (See F10).

To Start a Match

- 1 A coin flip shall precede the start of the match. The team that wins the flip has the choice of table side (to be Home team) or first serve. The team that loses the flip has the remaining option.
- 2 The match officially starts once the [START] button has been pushed on the table. The timer will count down from 0:03 seconds to 0:00. At 0:00 the player may hit the ball and start the game from the serve spot.

Home team Protocol

The team that is on the side of the table that dispenses the ball or has the [START] button on their side is considered the Home team. The Home team has the following responsibilities:

1 To give the ball to the Visiting team by placing it in the middle of the Xfoos circle after a score by the Home team if playing on a vending table. This must be done immediately after a score and placed in the center of the Xfoos circle on the table so the Visiting team can place the ball on the serve spot. If the Home team delays this action they are subject to a foul (**See F5**).

On the Home electronic tournament model each side is responsible to serve their own ball since the ball returns to each side. It is possible that for tournaments on a vending table there may be a ball holder attached to the table on the Visitor's side so the Home team does not have to hand the Visitor team the ball after each point.

2 To replenish a ball that leaves the table by either serving the ball or to give the ball to the Visiting team by placing it in the middle of the Xfoos circle for a re-serve. However, on a Home table or Vending table with a ball holder giving the ball to the Visitor side is not necessary.

3 To suspend the timer in certain circumstances such as calling for an official.

4 To remove a point from the Home or Visitor's score if a "stray" ball enters the playfield and goes into the goal.

5 If a ball gets lost after leaving the table or is unreachable the Home team should take a ball and place it as a serve for whoever's serve it is. Time does not suspend.

6 If a man breaks when striking the ball and the ball goes in either goal the point counts. Then the Home team shall suspend the game while maintenance is called. If the ball did not go into the goal it shall be returned at the spot where the man broke after the table is fixed.

7 If the table lighting fails play shall immediately be suspended by the Home team.

Serve Protocol and Violations

1 The following items cause a serve:

- A. The beginning of a game.
- B. A point is scored.
- C. A foul was committed.
- D. The ball became “dead” from one two-man area across to the other two-man area.

2 A serve is defined as placing the ball into play at the five-man rod on the serve spot. If it is the Visitor team’s serve the player that is on the side of the table that dispenses the ball (the Home team) must give the ball to the Visiting team by placing it in the middle of the Xfoos circle. If it is the Home team’s serve he may simply place the ball on the serve spot for serving. Once the player places the ball on the serve spot, removes his hand from the inside perimeter of the game, and places BOTH HANDS on his respective handles he may start play immediately. The player does not need to move the ball from one player figure to another before advancing the ball (hit 2 men) or ask the other team for permission to start play. The ball must be still and not rolling before striking it.

3 Serving violations include:

- A. For not giving the ball to the opponent in a timely manner to serve (vending table only). (See F5)
- B. For not placing the ball at the middle five-man figurine serve spot to start the ball. (See F6)
- C. For advancing the ball without placing both hands on the handles. (See F7)

Subsequent Serves

1 Following the first serve of a match subsequent serves shall be made by the team last scored upon.

2 The first serve in subsequent games of a multi-game match shall be made by the team that lost the preceding game.

3 If the wrong team serves the ball, and the violation is discovered before the ball is scored, play shall be stopped and the proper team shall serve the ball. Once the ball is scored no protests shall be allowed and play shall continue as if no infraction had been committed.

Table Sides

At the end of each game players MUST switch sides of the table before play of the next game. The players must change sides immediately. The players have up to 3 minutes to

start the next game. In this manner HOME team changes each game.

Change of Positions

1 In any doubles event players may only play the two rods normally designated for their position. Once the ball is put into play the players must play the same position until a point is scored, a team requests a timeout, there is a re-serve, or a foul is called.

2 Either team may switch positions during a timeout, between points, for a re-serve, between games, or before and/or after a foul shot, but may not randomly switch positions in the middle of a live ball. Illegally switching positions while the ball is in play will be judged a distraction and the players must return to their original positions. **(See F16)**

3 A team is considered to have switched positions once both players are in their respective places facing the table. If both teams wish to switch positions at the same time the team in possession of the ball must decide their position first.

4 In any doubles event any player placing their hand on any rod normally designated as one played by their partner while the ball is in play shall be judged as a distraction violation. **(See F17)**

Playing the Game

Ball in Play

Once a ball is put into play it shall remain in play until a dead ball is declared, the game is suspended, a timeout is called, or a point is scored.

Ball Off the Table

1 If the power (energy) of a player's shot or pass causes the ball to go off the table it will be re-served by the other team from the middle serve spot regardless of which man the ball hit before leaving the playfield.

2 If the ball leaves the playing area and strikes any object that is not part of the table the ball shall be declared off the table. If the ball hits the top of the side rails or cabinet ends and then immediately returns to the playing surface it will be considered in play. Whether the ball is dead or not does not affect the game timer – only where the ball is to be placed. The timer keeps running unless a team calls timeout.

3 The top of the side rails and cabinet ends are in play if the ball immediately returns to the playing surface. Light stands and the light fixture are considered in play if the ball hits them and returns to the table. Do not grab the ball if the ball hits the game structure and returns to the playfield. **(See F13)**

4 If a player intentionally lobs the ball off the table it is a foul. It is not considered a penalty if a shot leaves the current rod of possession, deflects off another rod, and then goes airborne by accident. **(See F8)**

5 If the ball leaves the table and is within arm's length of the players the ball is grabbed by the nearest player and reserved by the team that served it last. The clock stays running. Either team may call a timeout however.

6 If the ball leaves the table and is NOT within arm's length of the players and is moving away from the players the official or the team at Home position may stop the clock and suspend the game. The official can suspend the game by pressing the SUSPEND option on the touchscreen controller. Also, the game can be suspended by holding down the START button for 3 seconds whether the game has a touchscreen or not. The players can then retrieve the ball and re-serve it. To re-start the clock press the START button once more and timed play resumes.

Dead Ball

1 A ball shall be declared a dead ball when it has completely stopped its motion and is not within reach of any player figure. If the ball is declared dead anywhere between the

two-man rods, from one end of the table to the other, it shall be put back into play at the five-man rod by the team who originally served the ball on the five-man spot.

2 In the goalie area if the ball is spinning in place but out of reach of any player figure it is considered a dead ball and the goalie may nudge the ball with his hand with permission from the other team or from the official.

3 A ball spinning in place under a rod is not considered a dead ball if a man can touch the ball. Time limits are in effect for a spinning ball.

Passing

1 A ball may be advanced from a pinned or stopped position on the five-man rod and caught on the three-man rod of the same team, subject to the time of possession rules, without having to hit 2 men.

2 You may hit the sidewall before a pass an unlimited amount of times.

3 Once a ball crosses the half-court line of the playfield and reaches the 3-man rod, and is under the possession of the 3-man rod, the player may not pass the ball backwards re-crossing the half-court line to the 5-man rod or 2-man rod for the sake of stalling. You may pass backward to the 5-man or 2-man rod, but it must be hit immediately on goal without stopping the ball by the man that touches the ball.

4 A ball may be passed from the 2-man rod to the 5-man rod or the 5-man to the 2-man rod once per possession and then it must cross half-court or hit an opponent's man.

5 The penalty for 3 possessions in the back-court without crossing half-court, and the penalty for hitting the ball backwards from the 3-man rod into back-court are defined under penalties. **(See F12)**

Time of Possession

1 Possession is defined as the ball being within positive reach of a player figure.

A. Possession of the ball shall be limited to 10 seconds on all rods.

B. On the 5-man a ball may not be stopped for over 3 ½ seconds and passed from the stopped position. The ball may be shot from the stopped position if the 3 ½ seconds has elapsed. Also, the ball may be moved and reset and stopped again within 10 seconds of the total time if the person went over the 3 ½ second time limit to pass on the 5-man rod. A penalty is incurred if a person passes from a stopped position from a ball that has been stopped over 3 ½ seconds. **(See F9)**

2 Both goalie rods are considered one rod of possession. A ball is considered to have advanced once it is out of reach of the player figures on that rod whether it went forward

or backwards. In the case of the goalie area a ball is considered advanced once out of reach of the player figures on the two-rod and beyond the goal area.

3 A spinning ball that is within reach of a player figure shall be considered in that rod's possession and all time limits shall continue.

Spinning the Rods

1 Spinning of the rods is illegal. Spinning is defined as the rotation of any soccer figure more than 360° before or more than 360° after striking the ball. In calculating the 360° you do not add the degrees spun prior to striking the ball to the degrees spun after striking the ball. If a ball is advanced by an illegal spin the opposing team will have the option of continuing play from the current position or to re-serve the ball. (See F15)

2 Spinning of a rod which does not advance and/or strike the ball does not constitute an illegal spin. If a player's spinning rod hits the ball backwards into his own goal, it will count as a goal for the opposing team. Spinning of a rod away from the ball (when there is no possession) is not considered an illegal spin, but may be ruled as a distraction. (See F2)

3 If an ungrasped rod is spun by the force of a ball hitting a player figure on the rod, and the spinning man hits the ball and advances it, the spin will be considered legal.

Point Scored

1 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 still counts as a goal and should be pushed into the goal to return into the cabinet.

2 If a point is not counted on the scoring display due to computer error the point shall count. However, this must be noticed immediately and the Home team must adjust a point on the touchscreen (or take a ball, roll it into the goal, and make sure the point counts if no touchscreen is available). Once the next game (or match) has begun no appeal can be made and the point shall not count if it was not noticed timely.

3. When the clock BEEPS at 0:00 the game still allows a split second of extra time to insure any goals scored right before 0:00 will be counted.

Timeouts

1 A timeout is never realized unless the [TIMEOUT] button is engaged and the player says the words "timeout". Simply saying "timeout" does not cause a timeout to happen or be in effect unless the button is pressed. Removing hands from the rods does not constitute a timeout, but may cause a distraction.

2 Each team or singles player are usually allowed 1 timeout per 6 minute game and 2 timeouts in an 8 minute game.

3 When the ball is in play only the team in possession of the ball may call a timeout. If the team NOT in possession of the ball calls a timeout while the ball is under the control of their opponent who is NOT in the act of shooting it is considered a wrongful timeout. The team without the ball will be given a warning and the team with the ball has the choice to continue play or allow the timeout to proceed. If they choose to not allow the timeout the team that called the timeout must hit the [TIMEOUT] button again to take the game out of timeout mode and put the game back into play. Once the clock counts down from 3-2-1 to 0 play will resume. If they do not restart the time immediately they will then have occurred 2 fouls in a row and the other team will get a free penalty shot. After play resumes the team with the ball gets a new 10 seconds of possession. **(See F19)**

If the team not in possession of the ball calls a timeout while the ball is under the control of their opponent who IS in the act of shooting it is considered a distraction. **(See F20)**

4 The team with possession of the ball may call a timeout only if the ball is stopped. For timeout purposes a ball spinning in one spot is considered a stopped ball and a timeout may be called while it is spinning. A spinning ball may be stopped by the team in possession of the ball during the timeout with the foosball figurine. If they lose control of the ball play resumes where the ball is located. Also, during the timeout a ball may be moved with the figurine to a setup position so when the timeout is over it may be shot immediately.

5 If the ball is not in play, off the table, or dead either team may call a timeout.

6 In any doubles event either team may switch positions during a timeout.

7 Another timeout may be called during a timeout BY EITHER TEAM if the team has timeouts remaining. In other words you can call 2 timeouts in a row.

8 During a timeout a player may reach into the play area to lubricate the rods, wipe the playfield, etc., and may move the ball only with the figurine (not his hands).

9 Thirty (30) seconds are allocated for a timeout. If the players want to resume play before the 30 seconds are up they must do the following:

- A. Ask the other team if they want to resume play.
- B. If the other team agrees to resume play then the team that initiated the timeout must hold down the [TIMEOUT] button again for 2 seconds. This will put the timeout timer into a 3 second countdown and the game time will resume from where it left off.

9 If a timeout has been called the game can also be suspended by the Home team by using the touchscreen (or by holding down the [START] button for 3 seconds). When the

[START] button is pressed again the game will come back into Timeout mode and then resume Game mode when the timeout is over.

Resuming Play After a Timeout

1 Once the timeout time reaches 0:00 as the [BEEP] sounds the ball may be advanced without notice. A player does not have to hit another man after a timeout in order to advance the ball or ask if anyone is “ready”. However, the player may not advance the ball before the timer reaches 0:00 and the BEEP has not sounded. **(See F18)**

2 If the ball was not in play when the timeout was called the ball shall be put back into play by the team legally entitled to do so according to the rules.

3 If the timeout was called between balls (after a goal is scored but before the next ball is served) the ball shall be served on the 5-man rod by the team which was last scored upon. The ball may be setup anywhere on the 5-man rod during the timeout since a timeout allows this to happen (otherwise all serves are placed on the serve spot).

Other Table or Playing Issues

1 Routine maintenance, such as spraying the rods, should only be done during timeouts and between games.

2 If an object should fall on the playfield play shall immediately be suspended at that point and the object shall be removed. Play shall resume from the rod where the ball was when the object hit the playfield. If the ball is in motion the player who had last possession will put it back into play.

3 If the ball comes into contact with a foreign object on the playfield that was overlooked play shall stop and the object shall be removed. Play shall continue at the rod of possession when play (not time) was stopped.

4 Play shall be continuous except during timeouts. Continuous shall be defined as no more than 3 seconds duration between a ball scored and the beginning of the serve.

5 A player or team may request a medical timeout. The Tournament Director, the Head Official, or the referee of the match must approve this request if the medical necessity is evident. They will determine the length of the medical timeout, up to a maximum of 15 minutes. A player who is physically unable to continue playing after that time must forfeit the match.

Jarring

1 Jarring, sliding, or lifting of the table while the ball is in play is illegal. If an illegal jar causes the player to lose possession of the ball from the player’s man it is a foul. **(See F11)**

2 Touching or coming into contact with your opponent's rods in any way shall be penalized exactly like jarring, sliding, or lifting.

3 Jarring of the table after a point has been scored or when the ball is not in play may be judged unsportsmanlike behavior. Slamming the rod after a shot while the ball is still in play may be considered a jar and is unsportsmanlike conduct. (See F11)

4 The touchscreen model of Xfoos allows for the sensitivity for the jar to be set. If in use the table itself will determine what a jar is – not the official.

Reset

If a player exerts sufficient force on the table to impair the opponent's ability to execute a shot or pass, but the opponent's possession of the ball has not been jeopardized, the official present will call "reset" and the time of possession shall be reset. The player with the ball has the option of setting the ball up again or ignoring the reset call and continuing play from the current position. A rolling movement of the ball, no matter how slight, may be considered grounds for a reset. However, a reset can be called even if the ball is pinned or moving.

The first reset is a warning. If there are 2 resets on the same ball it is considered a jar.

Distraction

1 Any movement or sound made away from or behind the rod where the ball is in play may be judged as a distraction. No point made as a result of a distraction will count. If a player believes he is being distracted it is his responsibility to call for an official. Banging any rod prior to, during, or after a shot is considered a distraction. Moving the five-rod slightly after the shot has started is not considered a distraction.

2 Talking between teammates while the ball is in play may be judged a distraction. (See F2)

3 It is not considered a distraction when passing to move the catching rod as part of a fake. Excessive motion, however, is grounds for a distraction.

Reaching Into the Playing Area

1 It is illegal for a player to reach into the play area while the ball is in play without first having permission from the opposing team or official whether he touches the ball or not. A spinning ball is considered "in-play," even if it is not in reach of a player figure. It is illegal to reach into the playing area to stop a spinning ball, even if done for an opponent, unless it is agreed upon. (See F13)

2 A ball which becomes airborne over the table is still in play until it has hit something not a part of the playing area. Do not catch a flying ball over the table.

3 A player may wipe shot marks off any part of the table while the ball is not in play. He does not need to ask permission of the opposing team.

4 A player may not stop a ball from going into the goal with his hand. (See F14)

Tied Matches - The Shootout

A “Shootout” used for a tie breaking system. The rules of the shootout are as follows:

A. Game time is started as normal by pressing the [START] button.

B. The Visitor team gets to place the ball first under the 3-man rod on the middle diamond spot. Once the player places both hands on his rods and hits 2 men he may then shoot the ball and the 10 second possession rule is in play. Either the forward player or the goalie player can shoot the shot each time if the match is a doubles match. All other rules apply including jarring.

C. After the Visitor shoots the ball a ball is given to the Home team on the middle diamond spot. Once the player places both hands on his rods and hits 2 men he may then shoot the ball and the 10 second possession rule is in play. All other rules apply.

There will be 3 attempts per team at the shootout for qualifying rounds. Single elimination brackets use a 5 ball shootout.

If after 3 or 5 attempts the score is still tied then the shootout continues until one player scores and the other misses. If a player shoots the ball and it rebounds into his own goal the point counts against him.

List of Fouls and the Associated Penalties

(Fouls are cumulative throughout a match. They are not just game to game.)

Fouls - Behavioral

F1 Cursing:

First foul - warning
Second foul – penalty P1
Third foul – penalty P2
Fourth foul – penalty P3
Fifth foul – penalty P4

F2 Blatant intimidation of an opponent:

First foul - warning
Second foul – penalty P1
Third foul – penalty P2
Fourth foul – penalty P3
Fifth foul – penalty P4

F3 For altering the ball, men, playfield, or rods:

First foul - penalty P1
Second foul – penalty P2
Third foul – penalty P3
Fourth foul – penalty P4
Fifth foul – penalty P5

Fouls - Delays

F4 For general delay of game:

First foul – warning
Second foul – penalty P1
Third foul – penalty P2
Fourth foul – penalty P3
Fifth foul – penalty P4

F5 For not giving the ball to the opponent in a timely manner to serve:

First foul – warning
Second foul – penalty P1
Third foul – penalty P2
Fourth foul – penalty P3
Fifth foul – penalty P4

F6 For not placing the ball at the middle five-man spot to start the ball:

First foul – warning, play starts over
Second foul – penalty P1

Third foul – penalty P2
Fourth foul – penalty P3
Fifth foul – penalty P4

F7 For advancing the ball without placing both hands on the handles:

First foul – warning, play starts over
Second foul – penalty P1
Third foul – penalty P2
Fourth foul – penalty P3
Fifth foul – penalty P4

F8 Intentionally hitting the ball off the table:

First foul – penalty P1
Second foul – penalty P2
Third foul – penalty P3
Fourth foul – penalty P4

F9 Too much time of possession between the rods:

First foul – penalty P1
Second foul – penalty P1 again
Third foul – penalty P2
Fourth foul – penalty P3

F10 For practicing after the match starts:

First foul - warning
Second foul – penalty P1
Third foul – penalty P2
Fourth foul – penalty P3
Fifth foul – penalty P4

Fouls – In Play

F11 Jarring:

First foul – warning, play starts over
Second foul – penalty P1
Third foul – penalty P2
Fourth foul – penalty P3
Fifth foul – penalty P4

F12 For passing 3 times between the 2-man and 5-man rods:

First foul – penalty P1
Second foul – penalty P2
Third foul – penalty P3
Fourth foul – penalty P4

F13 Touching the ball without permission:

First foul – penalty P1
Second foul – penalty P2
Third foul – penalty P3
Fourth foul – penalty P4

F14 Touching the ball to prevent a score:

First foul - penalty P2 and P4
Second foul – penalty P5

F15 Spinning the rods:

First foul – penalty P1
Second foul – penalty P1 again
Third foul – penalty P2
Fourth foul – penalty P3

F16 Illegally switching positions while the ball is in play:

First foul – penalty P1
Second foul – penalty P2
Third foul – penalty P3
Fourth foul – penalty P4

F17 Placing hands on any rod normally designated for their partner:

First foul – penalty P1
Second foul – penalty P2
Third foul – penalty P3
Fourth foul – penalty P4

F18 Advancing the ball after a timeout before the timer reaches 0:00:

First foul – warning, play starts over
Second foul – penalty P1
Third foul – penalty P2
Fourth foul – penalty P3
Fifth foul – penalty P4

F19 The wrong team calls a timeout and the ball is not in the act of shooting

First foul – The team with the ball can take the timeout or demand the other team hit the timeout button immediately to take the game out of timeout mode. The time on rod resets.
Second foul – penalty P2

F20 The wrong team calls a timeout and the other team is in the act of shooting

First foul – penalty P2

Penalties

There are 5 penalties:

P1 Results in a loss of possession of the ball and the other team is given the ball to be served.

P2 Results in a free shot awarded to the other team. After this shot the ball is returned to the team that had the ball.

P3 Results in a free shot awarded to the other team and the loss of possession of the ball that the other team gets to serve after the foul shot.

P4 Results in the deduction of a point.

P5 Results in forfeiture of the game.

Penalty Shot Rules

1 If a P1, P2, or P3 penalty applies the referee shall announce the penalty and immediately pick up the ball from the table and place it in the appropriate location. The timer does not stop. If a P4 or P5 penalty is incurred the time stops.

2 Both players on a team should be at the table during a penalty shot. If the shooter shoots a penalty shot and it goes into his own goal that point counts against him. The goalie must block any penalty shots if need be.

3 A player is considered to have taken a penalty shot once the ball has left the three-man rod. A player is considered to have blocked the shot once the ball has either stopped in or left the defender's area and stops on the table somewhere other than a goal. During penalty shots all rules still apply.

4 A team may switch positions before and/or after the penalty shot without being charged with a timeout.

5 Timeouts may be called during a penalty shot.

6 A point scored on a penalty shot done illegally (such as a spin) shall not be counted and is not a penalty in itself. Play shall resume at the rod of possession where the penalty was called or as specified by rule.

8 A foul can be assessed during a penalty shot.