



Human Foosball

All participants must wear their SYG wristband when playing, and show it to the umpires, officials and Sports Coordinators when requested.

GRADE

Open C

FORMAT

- Round robin competition followed by knockout finals
- Finals will be held at the completion of the round robin
- 6 players allowed per team, plus substitutions

UMPIRES

- Each group will be required to supply an umpire on a rostered rotation basis.

UNIFORMS AND EQUIPMENT

- Uniforms must be of like kind and colour.
- All other equipment is provided

RULES AND REGULATIONS

1. All players must wear closed toe shoes. No cleats or studs allowed.
2. Shin guards are recommended but not required. You will likely get kicked and you will likely kick others, this is not the point of the game, but it will happen.
3. Human foosball is played over two 6 minute halves. Teams will switch directions at half time. Team with the most goals by the end of the game wins.
4. Teams are made up of 6 players in the arena.
5. Players must hold the pole in their marked designated position at all times while the ball is in play.
6. Players may not go under/over the pole to face the opposite direction. Players face one direction per half. Players may turn, but hands **MUST** remain on the pole in their designated positions and direction during play.
7. Player cannot lower chin under the height of the bar.

State Youth Games is presented by Youth Vision Victoria

To ensure SYG participants are adequately covered in the event of a personal or sporting related accident it is strongly recommended that participating groups or individual participants arrange personal accident insurance. It is the responsibility of the group coordinator to ensure this is communicated to SYG participants associated with their groups.



8. Players may switch positions or sub after a goal and before the ball is put back into play. Teams may not hold up play by changing positions or subbing.
9. All play must occur UNDER the height of the poles. Play resumes after a goal by a midfield ball drop by the umpire. Ball must touch the floor before being kicked during midfield ball drops.
10. Players are allowed to use their legs and mid-section for play. Head, shoulders, or hands are not allowed. Hands must stay on the poles at all times during live play. Players may not slide their hand location.
11. Player head, shoulders, shirt logo must remain ABOVE the pole during play. Swinging, hanging, spinning, and excessive stretching are not allowed.
12. The ball is in play when the ball in the arena below pole height and is not in the goal.
13. Balls kicked over the height of the poles that advance/or go out of bounds will result in restart drop at midfield.
14. A player who removes their hand(s) from the bar or slides their hand(s) outside of their designated position while actively pursuing the ball, position for a pass or to block will be assessed as a penalty kick to be taken by a forward of the other team.
15. For a penalty kick, all players between the kicker and the goal, including players from the same team, need to freeze in a standing position (locked knees). All players (including Defending Team Goalies) must remain frozen until the ball stops forward motion (by hitting the far wall, a player, score, or stop moving).
16. Intentional kicking of another player will result in ejection from the match.