



Please sign the following waiver:

AMATEUR ATHLETIC WAIVER AND RELEASE OF LIABILITY *Only the Team Captain must sign the waiver at the time of registration. Other Team Members may sign at the start of the tournament on Saturday September 22, 2018*

In consideration of being allowed to participate in any way in St. Germain Human Foosball Tournament, the undersigned acknowledge, appreciate, and agree that:

1) The Township of St. Germain and the St. Germain Area Chamber of Commerce have taken every precaution to ensure the safety of tournament participants. However, a risk of injury during participation in any sporting event always exists.

2) I KNOWINGLY AND FREELY ASSUME ALL SUCH RISKS, both known and unknown, and assume full responsibility for my participation; and,

3) I willingly agree to comply with the stated and customary terms and conditions for participation. If, however, I observe any unusual significant hazard during my presence or participation, I will remove myself from participation and bring such to the attention of the nearest official immediately; and,

4) I, for myself and on behalf of my heirs, assigns, personal representatives and next of kin, HEREBY RELEASE AND HOLD HARMLESS The Corporation of the Township of St. Germain, the St. Germain Area Chamber of Commerce , the Colorama committee, their officers, officials, agents, and/or employees, other participants, sponsoring agencies, sponsors, advertisers, and if applicable, owners and lessors of premises used to conduct the event ("RELEASEES"), WITH RESPECT TO ANY AND ALL INJURY, DISABILITY, DEATH, or loss or damage to person or property, WHETHER ARISING FROM THE NEGLIGENCE OF THE RELEASEES OR OTHERWISE, to the fullest extent permitted by law. I HAVE READ THIS RELEASE OF LIABILITY AND ASSUMPTION OF RISK AGREEMENT, FULLY UNDERSTAND ITS TERMS, UNDERSTAND THAT I HAVE GIVEN UP SUBSTANTIAL RIGHTS BY SIGNING IT, AND SIGN IT FREELY AND VOLUNTARILY WITHOUT ANY INDUCEMENT.

If a Player is a minor, parent or guardian must sign

Team Player _____

Date _____

Is this Member a minor? Yes or No

Team Player _____

Date _____

Is this Member a minor? Yes or No

Team Player _____

Date _____

Is this Member a minor? Yes or No

Team Player _____

Date _____

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Team Player _____

Date _____

Is this Member a minor? Yes or No

Team Player _____

Date _____

Is this Member a minor? Yes or No

Team Player _____

Date _____

Is this Member a minor? Yes or No



HUMAN FOOSBALL HUMAN FOOSBALL RULES

ELIGIBILITY

- A registration fee of \$25.00 per person is payable at the time of registration. Each participant will receive a commemorative t-shirt.
- All participants MUST turn in a signed liability release before participating.

PLAYERS

- Teams will consist of 6 players: 1 goalie, 2 forwards, 3 middles (one substitute allowed per team)

GENERAL

- All players must wear tennis shoes
- Play will begin when the referee rolls the ball in at midcourt
- Players face the opposite team's goal and can only move from side to side
- No player is allowed to move forward or backward on the court or switch position once play begins
- No player, except the goalie, is allowed to touch the ball with their arms or hands
- Players cannot remove their hands from the pole while the ball is in play
- Only player's feet and legs may be used to move or block the ball while in play
- The ball must remain below the foosball poles at all times
- Jumping, leaning or climbing over the Foosball poles is not allowed
- Kicking, tripping or attempting to kick or trip an opponent is not allowed
- Subbing players can only happen during a time out or at scores
- Verbal or physical abuse of another player or the referee will not be tolerated
- Play continues until a penalty occurs, the ball is out of reach of any player, goes out of bounds or a goal is scored

LENTH OF GAME & SCORING

- Games will last 12 minutes with 5 minute breaks between games. The clock will run continuously with no stalling. Each team is allowed three (3) – 30 second time outs.
- If the official feels that a team is stalling, a warning will be given to continue play, if the official calls a team for stalling for a second time, a point will be awarded to the opposing team.
- Teams are responsible for being on time for their games, if a team is not present when the game is called, the game will be forfeited
- Each goal is worth 1 point, the team with the most goals win
- When a goal is scored, the referee starts the game by rolling the ball from the midcourt in the direction of the non-scoring team
- If the goal is missed, the defending goalie should roll the ball back in play
- In the event of a tie at the end of the game – all players must remain frozen in place EXCEPT the defensive goalie
- Movement by any player other than the goalie will result in the opposing team being awarded the goal
- Each goalie gets three (3) shots towards the other team's goal