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Football table consists of scoring more goals than opponents using the number of balls available from start. Balls can be made from cork or plastic. Official is authority, decisions cannot be challenged. Unsportsmanlike behavior requires penalty point or temporary exclusion. Coin flip determines starting side. Ball thrown against wood after coin flip. Switching sides must occur during time out, between points, and before play. Ball off table results in time out, ball placed closest corner where it left. Dead ball if between midfield rods; ball served from middle. If blocked or inaccessible, ball put back into game from block position. Official flips coin for doubts. Lateral strikers scoring (pissotette) while opponents' defenders offset to same side is forbidden but allowed in competitions. Spinning shot requires more than 360 rotation before or after striking ball. Midfield rod scores against own team or opposing defender's movement into goal; considered goal if deflected by midfield rod. A contre des demis cannot lead to goal unless player held midfield bar at crucial moment. Dish occurs when ball enters, then leaves goal; considered goal, ball placed back into play. Going fishing is forbidden action of recovering ball in goal before it falls into table; either points deducted or added. Lobs pass above goal bar for two points; goalie only allowed to turn upside down to counter lob. Dead ball if only two balls left and tie; team scoring with dead ball wins match. Baby foot rules forbid behaviors like distracting opponent, blowing on ball, violently moving table, hitting posts, scoring last goal with midfielders. To play foosball, players stand on either side of a rectangular table with goals at each end. The abacus is used to keep track of scores, displayed behind the goal in front of the player's team. Players use handles on their side of the table to control their "players" and hit the ball into the opponent's goal. The game starts with a coin toss to determine who serves first. The ball is served through the serving hole and continues until a goal is scored, the ball goes off the table, a player calls for a timeout, or the ball is deemed "dead." The team that last scored upon must deliver new serves. To score, the ball simply needs to enter the opponent's goal. Even if it bounces out, it still counts as a point. Players cannot spin their rods, move the table, or jarr the rods against the walls. They also cannot touch each other's rods or distract opponents. Players have time limits for shooting from certain positions on the midfield row and others. The first team to five points wins, with the losing team serving next. Variations of foosball include one-on-one (singles) and two-on-two (doubles), where players switch between defense and offense as needed. In goalie war, only defenders are used for a single-player game. paraphrased text here Penny Football: A Fun and Casual Lunchroom Game You can use your defensive rods to defend and score, but they are mainly used to block the ball. 2 Staggar your rods so that they block the ball more effectively. Place your goalie and one defender close together, shoulder-to-shoulder, making it difficult for opponents to shoot. 3 Clear the ball from the goal with one of your defensive rods, putting power into a "kick" when the ball is in the area. Pause the ball before passing or kicking it forward to prevent opponents from scoring easily. Defending Against Opponents and Scoring Points Deflect bad shots towards your opponent's goal instead of letting them pass through yours. Keep an eye out for weak shots that leave the ball close to your players, taking opportunities to kick it back towards their goal. This can lead to unexpected goals depending on the setup. Important Rules and Reminders Rotating a player is not allowed in this game; 360-degree spins or more are illegal. The game's rules vary among versions, but three pennies, two players, and a table are required for play. The coin toss determines who starts first, with the winner placing coins in a triangular formation before the game begins. Objective and Gameplay The objective is to flick one of your pennies between the other two in order to score. You can move backward towards your goal if necessary, but failing to do so or the penny falling off the table results in a foul and gives the opposing player their turn. After scoring, return to the triangular formation to start playing again. Tabletop Football Rules Overview ## #ENDARTICLE Tabletop football rules revolve around maneuvering a ball through scoring holes while avoiding defensive players. The objective is to successfully navigate the ball through or around the defensive opponents on each down without the defensive opponent touching the table. Incomplete passes occur when the ball rolls off the table, requiring it to be spotted back at the start of the down. Hole covers aid in moving the ball down the field, but their use is restricted; only two hole covers can be played once the offense enters the red zone, and they must stay within 20 yards of the end zone. Penalty circles are marked with yellow rings and signify a penalty card removal from the top deck of cards. If the football lands in any of these circles during play, a penalty card is revealed to both teams. Scoring occurs when the ball lands in one of three scoring holes: the middle hole for six points, the outside holes for three points. The offense can attempt an extra point by placing the ball at the 30-yard line and aiming for the touch-down hole without defensive players. Game length can be determined using a digital timer or the number of possessions per quarter, with options to add additional possessions for longer games. Tabletop football, also known as coin football, involves flicking coins between each other to score goals, with variations allowing players to use different game mechanics and scoring systems. Penny football, a game that's gaining popularity and has been included in the alternative student olympics, where it competes for its place among other games. In this game of skill and chance, players try to move coins from one table to another without them falling off, scoring points when they succeed. A coin is dropped from above onto the playing surface, hitting a button which triggers the coin's movement. The rules allow the player to push the coin with their finger or pick it up if it rolls onto the playing surface. If it goes over an edge, it counts as a "touchdown," scoring 7 points.

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