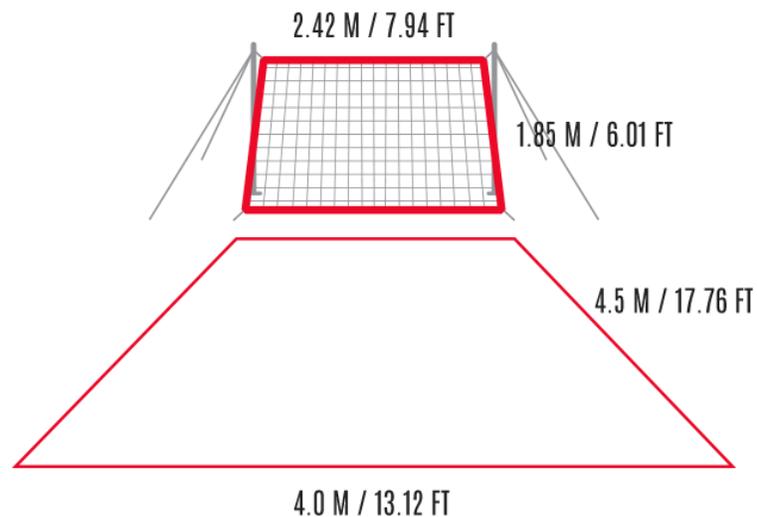


FUTCHI®

DIMENSIONS



OFFICIAL TOURNAMENT
RULES 2018 – DUAL FUTCHI®
EFFECTIVE 1ST JANUARY 2018

ELIGIBILITY AND PARTICIPATION:

1. Players must compete in their respective league:
 - a. Amateur Youth (17 years and younger)
 - b. Amateur Adult (18 years and older)
 - c. Open (all professional and paid athletes have the ability to participate)
2. Players must sign up online / onsite before games begin and fill out necessary waivers.
3. After checking in players must head to their respective court 5 minutes before their game is scheduled to begin.
4. Late arrival or other infractions can disqualify a player from the tournament.

OVERVIEW

Futchi is a soccer sport played between two players. Players line up behind the game court and a server is picked. The ball is put into play with a serve – kicked by the server from behind the rear court line. Once the ball is served players can move anywhere they want. The object of the game is to hit the ball into the net so that, upon rebound in the game court, the opponent is unable to return it. A player is allowed one bounce and one touch to return the ball. The rally continues until the ball is not returned properly.

SETUP

- Ball – Standard Size 5 Soccer Ball.
- Futchi Rebounder – Net should be at maximum tension.
- Court Dimensions (see image above).
- Winner of rock, paper, scissors gets to pick side or serve.
- Non server chooses which side they want to stand before the rally begins.
- Once the ball is served players can move anywhere they want.
- Possession changes when the ball contacts the net.
- Each player has 1 bounce and 1 touch per possession, but they do not need to let the ball bounce (*except after the first serve).
- When playing on grass, if one team is playing in cleats and the other team is barefoot, paper/rock/scissors is played to determine if both teams need to be barefoot, or if the barefoot team needs to wear shoes. If the barefoot team loses and wants to remain barefoot, they must do so at their own risk.

SCORING

- Rally scoring (points can be won by the serving or receiving team).
- Games are played to 11. You must win by two points. (unless otherwise specified by a tournament director).
- Points are scored when:
 - The ball isn't hit back into the net within 1 bounce.

- The ball hits the net but lands outside of the game court.
- A player takes more than 1 touch.
- The ball does not bounce off the net in a single bounce. (It must clear the rim in order to be good).
- There is an illegal serve or other infraction.

SERVING

- The receiving team sets their position first. Receiver cannot stand in the middle and must give space for the server.
- The ball must land in the game court before the receiver can return it. On all other plays the players can return the ball out of the air.
- Server's feet must be behind the service line when the ball is hit. They can lean over the service line, but their feet may not cross the service line until after the ball is hit.
- The server is allowed to take a pivot step or approach steps, but is not allowed to move laterally beyond a pivot.
- Serves can be as hard or as soft as the server likes.
- Serves must rebound in the game court. Serves that land on the line are counted as lets and must be reserved. The receiver must call let before they touch the ball or the ball bounces twice. In all other cases, a rebound that lands on the line is counted as in play.
- If the receiver does not call "let", continue play.
- If the server cannot hit a legal serve on the second try, they lose the point.
- If the receiver does not call "let", continue play.
- If the ball takes an unpredicted bounce, and lands back on the net or the rim, it's the other teams point and a change of possession.
- After a point is awarded, players change service possession from the previous point
- The two players serve in the same sequence throughout the match, changing the server each time a rally is won.

CONTACTING THE BALL

- Hits must alternate between players.
- The ball must be hit, not be caught, lifted, or thrown. You cannot hit the ball with your hands, but you can use any other part of your body. Contact counts as one touch.
- There are only "lets" on the serve. After the serve, if the ball lands on the game court line, it is considered in play.
- If players cannot determine if the ball lands on the line on service, replay the point, no questions asked.
- Once the ball hits the net, it must bounce off in a single bounce. It must clear the net in order to be in play.

INFRACTIONS

- Defensive player must make an effort to get out of the offensive player's way.
- If a defensive player is in the way of a play on the ball, the player being blocked must call "hinder" and replay the point.
- The offensive player must have a legitimate chance to make contact with the ball to call "hinder."
- If the defensive player gets hit with the ball, call "hinder" and replay the point.
- If a defensive player attempts to play a ball when it is not their turn, they lose the point.
- If a player hits a shot off the net then the ball hits himself/herself, they lose the point.
- If any player makes contact with the Futchi Rebounder and moves the set or affects the trajectory of the ball, they lose the point.
- If the contact with the Futchi Rebounder does not move the set or affect the trajectory of the ball, play on.

PLAYER MISCONDUCT

- Misconduct penalties will result in a player ejection.
- Misconduct penalties include:
 - Any use of profanity.
 - Extensive abuse of the facility and/or equipment.
 - Slashing.
 - Unnecessary rough play.
 - Fighting.
 - Deliberate tackling / pushing.
 - Verbal or physical abuse towards an official, opponent, or supervisor.
 - Any unsportsmanlike conduct that, in the opinion of the official, warrants ejection.

Officiating will be done by the referee and he/she is in absolute control of the game. Players are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of an ejection or forfeiture of the game. Spectators must also remain in the area designated by the officials. The officials shall have the power to make decisions on any matters or questions not specifically covered in the rules. The Referee has authority to rule promptly, and in the spirit of good sportsmanship, on any situation not specifically covered in the rules. *There will not be an official for these games but an IM staff member on site will provide governance over any rules, discrepancies, misconduct that should arise and will be the final call in such matters.