



**The
Official
Rules
of
Footbag Sports**

10th Edition

Effective date: January 1, 2006

Published by International Footbag Players' Association (IFPA)

TENTH EDITION, July 2006.

© COPYRIGHT 2006 International Footbag Players' Association.

The International Footbag Players' Association (IFPA) has full copyright of this rulebook and its contents. Copies of the book are sold to cover the costs of production, printing, and distribution. Member associations of IFPA are allowed to translate the rules into their own language and to add national supplements as long as IFPA rules are not altered or contradicted. IFPA must be notified of all such transactions and receive a copy afterward.

The International Footbag Players' Association is a 501(c)(3) charitable non-profit corporation and your contribution is tax deductible as allowed by law.

Please send donations to:

IFPA

647 Fallon Avenue

Santa Clara, CA USA 95050

Please visit our website: <http://www.footbag.org>

Table of Contents

Statement of Purpose	1
Contact IFPA and IFC	2
IFC BYLAWS.	3
IFC Rule Changes	4
International Representation	4
ARTICLE I - GENERAL	5
ARTICLE II - FOOTBAG CONSECUTIVE	11
ARTICLE III - FOOTBAG NET	19
ARTICLE IV - FOOTBAG GOLF	35
ARTICLE V - FOOTBAG FREESTYLE	49
Figures:	
F 1 - Multi-Use Consecutives Scorecard	17
F 2 - Net Court Dimensions	21
F 3 - Pool Competition Worksheet.	28
F 4 – Example Pool Layout	29
F 5- Five to Eight (5 to 8) Person Double Elimination Bracket.	30
F 6 - Nine to Sixteen (9 to 16) Person Double-Elimination Bracket	31
F 7 - Footbag Net Scorecard	33
F 8 - Foot Placement for Fairway Drive.	40
F 9 - Formula Based Scorecards	56
F 10: Ranked-Component Judging Worksheets	57

Statement of Purpose

The following rules and regulations are governed by the International Footbag Committee (IFC), a committee of the International Footbag Players' Association, Inc. (IFPA). The IFC is comprised of select footbag players and authorities from around the world. The function of this committee is to control the direction of the sport's growth through the construction of rules for the various footbag games played in competition. The following are the general goals of the IFC:

1. To promote and encourage the cooperative spirit of footbag games.
2. To promote footbag throughout the world and encourage the establishment of new footbag clubs and/or associations, advising them of footbag activities and general management.
3. To achieve acceptance of footbag as a legitimate competitive sport.
4. To provide a forum for the discussion of all aspects of play, and to arbitrate when conflicts arise.
5. To establish and uphold a tournament standard for all footbag competition worldwide.
6. Peace through play.

Contact IFPA

<http://www.footbag.org>

Mailing Address:

IFPA
647 Fallon Avenue
Santa Clara, CA USA 95050

Additional copies of the Official Rules of Footbag Sports are available for purchase from:

World Footbag Association
P.O. Box 775208
Steamboat Springs, CO 80477 USA
800-878-8797 (US & Canada)
970-870-2846
www.worldfootbag.com

The Official Rules of Footbag Sports are also available for free, online, at:

www.footbag.org

Clubs & Organizations

At the time of this printing, there are over 600 footbag clubs and organizations listed in 44 countries. Please refer to our website to access the most current information available about clubs in your area and around the world.

<http://www.footbag.org/clubs>

IFC Bylaws

Founded in 1983 by the World Footbag Association, the purpose of the International Footbag Committee is to influence the direction of footbag games, to develop and refine rules, and to vote on major issues and rule changes. The membership of the IFC consists of people who are influential in the game of footbag. Players wishing to serve on the IFC must show active interest or participation in footbag for a minimum of two years before applying for membership.

Players wishing to be elected to the committee must complete the process as outlined below:

1. Write a letter to each IFC member stating desire to serve on the committee. This letter should include a summary of the player's involvement in footbag, as well as mention of tournament experience (playing and organizing), promotions and any special skills or qualifications (i.e. business, organizational, involvement in other sports or governing bodies, etc.), as well as personal background (education, occupation). A standard letter or e-mail must be received by each IFC member at least 30 days prior to the next IFC meeting. A list of current IFC members and their addresses is posted at www.footbag.org.²
2. Obtain the signatures or e-mail endorsements³ of at least 5 IFC members who support the player's nomination. The letter and/or e-mail will be reviewed at the next annual meeting.⁴
3. Attend the next annual IFC meeting, which is held in conjunction with the World Championships. The nominee will be asked to speak to the committee and answer any questions asked by the committee.

The members will vote on admitting any applicants after the question and answer period. The nominee must be elected by a 2/3 majority vote of the committee.

IFC Member Responsibilities

All IFC members are expected to uphold the rules currently in place, or as specified by the tournament director, at all tournaments and events. IFC members must conduct themselves in a manner consistent with the spirit of the game, displaying good sportsmanship and courtesy at all footbag events. IFC members will attend every meeting, or two meetings out of every three. Communication with committee chairpersons and members will be necessary.

IFC Rule Changes

Rule changes will be voted on at the annual meeting via correspondence and/or on line.⁵ A proposal to change a rule may be submitted to the appropriate committee chairperson. The proposal must be submitted in the following format:

1. The rule as it presently reads in the current rulebook;
2. The rule as the petitioner would like it to read;
3. Supporting arguments for the rule change, including any history or relevant information or precedents. This should include possible consequences for leaving the rule intact as well as changing the rule.

International Representation

International representation is desired and encouraged. Special arrangements can be made for unrepresented countries that have two or more entrants competing at the World Championships. Players from qualifying countries may select one player to participate and vote at the annual meeting and throughout the coming year. International players must reach agreement among themselves as to who shall represent them. All selections are to be made prior to the meeting. Selections shall be stated in writing and submitted to the chairperson prior to the meeting.

Footnotes - Bylaws Section

1. 2004 substituted "committee" for "board" throughout rulebook.
2. 1996 IFAB approved modification of bylaws to allow and encourage electronic communication, agreement and voting. 2004 change: old language: A standard letter must be received by each IFC member at least 30 days prior to the next IFC meeting. A list of current IFC members and their addresses are included in this rule book
3. 2004 updates in wording adding e-mail.
4. 2004 updates in wording: old wording: Obtain the signatures or e-mail endorsements of 4 of at least 5 IFC members who support the player's nomination on one copy of that letter. This letter will be reviewed at the next annual meeting.
5. IFAB approved modification of bylaws to allow and encourage electronic communication, agreement and voting. 2004 change added on line option for voting.

ARTICLE I - General

101. IFC Rules The International Footbag Committee (IFC) is organized and existing as a committee within the non-profit corporation, International Footbag Players' Association (IFPA), Inc. The IFC, as a committee of IFPA, shall devise, publish, and enforce specific rules of play for each sport or event. These rules shall be set forth in separate Articles with each Article setting forth rules for a specific event or set of related events.¹

102. Spirit of the Rules Footbag sports have traditionally relied upon a spirit of sportsmanship which places the responsibility of fair play on the players themselves. Highly competitive and committed play is encouraged, but never at the expense of the bond of mutual respect between players, adherence to the agreed upon rules of any event, nor the basic enjoyment of play. Protection of these vital elements serves to eliminate adverse conduct from the playing field. The responsibility for the maintenance of this spirit rests on each player's shoulders.

103. Construction of the Rules Any rule set forth in Articles II through V shall be construed in accordance with the purpose for the rule, in a manner of consistency and fairness, exercising substance over form, with due regard to the spirit and gamesmanship fundamental to footbag sports as set forth in section 102 of Article I herein.

103.01. **Comments** To facilitate understanding and comprehension of the rules of footbag play, a comment discussing the event appears at the beginning of the set of rules pertaining to that event. The comment shall not be considered a rule. However, it may be used as an aid in interpretation of the actual rules.

103.02. **Gender** Wherever used in the rules, the use of any gender shall be applicable to both genders.

103.03. **Rule Changes** Suggestions for rule changes or additions concerning specific events are to be made to the appropriate IFC event committees. Proposals concerning general rule considerations may be made directly to the IFC Rules Committee. All event committees shall submit their proposed rule documents for the coming season before the annual meeting. The Rules Committee shall then review the proposed rules, and through communication with the event committees, assemble the rule book for the coming season. Individual rule changes shall be discussed and voted on during the annual IFC meeting held in late July or early August. New rules and rule changes must be voted in no later than November 30 of the year preceding their effective date.⁷ New rules and rule changes shall be effective commencing January 1.

104. Event Sanctioning Authority² The IFC and IFPA may grant or revoke authorization for other organizations or entities to sanction footbag events. IFPA and IFC are currently the only official authorized sanctioning bodies. Sanctioning information is available from IFPA Sanctioning committee and at www.footbag.org.³

105. Tournaments Players shall compete in one or more of the footbag events at tournaments organized or sanctioned by the IFC or by a nation or person who is a member of the IFC.

105.01. **Entry** To qualify for entry in a tournament, a player shall pay the entry fee set by the tournament director.

105.02. **Tournament Director** The tournament shall be under the management and control of a tournament director who shall oversee the entire tournament, appoint officials and delegate duties and responsibilities to said officials and other tournament personnel, interpret the rules of play when necessary, settle disputes as they arise, perform any other acts and duties required by the IFC rules, and otherwise insure that the tournament is conducted in an efficient, professional, consistent and fair manner.

106. Classification of Players To promote fair competition, players shall be classified based upon age, sex and ability level, and compete against other players of a like classification, or, at their discretion, in the open field of players. The following classifications shall be used:

106.01. **Open Division** All players who do not qualify for any other division or choose not to compete in any other division. In a prize-money event, this division may be labeled Open Professional.

106.02. **Women's Division** Available only to female players. The women's division may be further subdivided into junior, intermediate, master, grand master, or senior grand master divisions, depending upon the number of female players who would qualify for said divisions.

106.03. **Novice Division** Available to players who have not competed in another tournament or are considered beginning players.

106.04. **Intermediate Division** Available to players with some tournament experience but who are not at the level of play in the Open division.

106.05. **Under-Twelve Division** Available to players who will not reach their 12th birthday in the year the tournament is held.

106.06. **Junior Division** Available to players who will not reach their 18th birthday in the year the tournament is held.

106.07. **Master Division** Available to players who have reached their 35th birthday, but will not reach their 45th birthday in the year the tournament is held.

106.08. **Grand Master Division** Available to players who have reached their 45th birthday, but will not reach their 55th birthday in the year the tournament is held.

106.09. **Senior Grand Master Division** Available to players who will reach their 55th birthday in the year the tournament is held.

106.10. **Suspension of Classification** A tournament director may suspend one or more of the divisions for a given tournament if fewer than 5 persons at a tournament qualify for that division. The tournament director may choose to use the Novice and Intermediate divisions instead of some other divisions. If a division is suspended, the players who would have qualified for that division shall compete in another division in which they qualify, or the open division.

106.11. **Choice of Divisions** If a player qualifies for more than one division, he shall choose which division he shall compete in prior to the start of play, and shall not compete in any other division throughout the duration of the tournament, subject to tournament director discretion. In practice this rule is applied to each category of footbag sport independently, where category means net, freestyle, golf or consecutive. That is, if a player competes in Open Team Freestyle, they cannot compete in Intermediate Singles Freestyle. However, that same individual might compete in Intermediate Net.

107. Footbags Used in Play

107.01. *To be used in competition, footbags must:*

- A. be approximately spherical in shape;
- B. have a soft, pliable covering – they cannot be rigid balls;
- C. contain loose filling of any material⁴; and
- D. be subject to the following size and weight restrictions:
 - 1. Diameter of footbag: Minimum: 2.54cm (1.0 inches) Maximum: 6.35cm (2.5 inches)
 - 2. Weight of footbag: Minimum: 20g (0.71 ounces) Maximum: 70g (2.47 ounces).⁵

108. Disqualifications A tournament director may disqualify a player from any event or from the entire tournament whenever that player exhibits violent, obscene, abusive, disruptive, destructive, or illegal behavior, is continually annoying to other players, cheats, or otherwise attempts to create an unfair advantage for himself or disadvantage for others through a circumvention of the rules, or otherwise causes substantial hardship, inconvenience, or annoyance to spectators, officials, or other players. This rule shall not supersede, alter or in any way affect the rules of disqualification relating to specific events as set forth in Articles II through V herein, but shall be considered a supplement or addition to those specific rules.⁶

109. Protests

109.01. *Making Protest* Whenever a footbag player chooses to challenge a decision made by a tournament director or official or a result entered at a tournament, he shall file a written protest to the IFC, or an official designated by the IFC to handle protests, within 10 days of the occurrence giving rise to the dispute. The protest shall be reviewed and either upheld, dismissed or held in abeyance pending investigation, at the discretion of the IFC or its designated official. An investigation may include interviewing any or all individuals with personal knowledge of the circumstances involved in the dispute, or conducting a hearing, if deemed necessary. A decision shall be made without undue delay with the results of the decision being served upon the tournament director in question and the protesting player. All decisions are final and are not appealable.

109.02. *Upholding Protest* The IFC or designated official shall uphold a protest whenever it is established, by clear and convincing evidence, that the tournament director or other tournament official intentionally or knowingly:

- A. falsified tournament results;
- B. improperly aided or made calls or decisions for the purpose of giving unfair advantage or disadvantage to one or more players;
- C. improperly impeded the play of a player, whether physically or by calls or decisions, to the benefit of one or more other players;
- D. disqualified a player from play without cause;
- E. otherwise performed any act designed to create an unfair advantage or disadvantage to one or more players; and/or
- F. accepted a bribe or other remuneration from a player or other person in exchange for performing any acts set forth in (A) through (E) herein.

109.03. *Denial of Protest* The IFC or other designated official shall deny any protest which has as its subject matter any of the following:

- A. a call or decision made by a tournament director or other official when a call or decision was made in good faith, regardless of the outcome;
- B. a call or decision made by a tournament director or other official when the call or decision resulted in an unfair advantage (or disadvantage), being created when the advantage (or disadvantage) created was not the motivating reason for the call or decision;
- C. any act committed by a player. Improper acts of a player shall be treated at the tournament level.

- 109.04. **Effect on Protesting Player** If a protest is upheld, the IFC or other designated officials shall, if possible, attempt to put the protesting player in the position he would have been in were it not for the circumstances leading to the protest.
- 109.05. **Sanction** If a protest is upheld, the IFC or other designated official may sanction the offending tournament director, tournament official or other persons in the manner and to the extent deemed appropriate. Possible sanctions may include but are not limited to: disqualification of a player retroactive to the tournament in question; suspension of a player, tournament director or other official for a defined or indefinite period of time; barring of player from tournament play or affiliation, or the stripping of a title or record if the title or record was achieved as a result of improper conduct leading to the protest.

110. Suspension of Rules

- 110.01. A tournament director shall have the discretion to suspend or change one or more of the rules set forth in Article II through V herein or an additional rule not set forth, if applying the rules as set forth would be impractical, cumbersome or impossible, or would unduly create a significant advantage or disadvantage for one or more players, providing the suspension, alteration or addition occurs prior to the start of the tournament, will not unduly prejudice other players and is made known to all players prior to the start of a tournament. The tournament director shall set forth in his report to the IFC any suspension, alteration or addition of rules and the reasons for said action.
- 110.02. **Effect on Potential Records** A suspension, alteration or addition of any rule as set forth in section 110.01 may be cause for the IFC or other sanctioning body to refuse recognition of a record set or tied at a tournament, if the rule change was a factor to any degree in the record being set.

111. Rule Books

- 111.01. **Publication** The IFC rules shall be published and appear in a book, pamphlet or other printed material. The effective date of the rules shall be conspicuously noted on the initial page or cover of said printed edition.
- 111.02. **Inspection** A copy of the IFC rules, then in effect, shall be present for inspection by any player upon request at any IFPA sanctioned tournament. A player may request a copy of the rules for his own use and shall be provided with same upon receipt of the request by IFPA or its agent and upon payment of a nominal fee as set by IFPA.

Footnotes - General Section

- ¹ *International Footbag Advisory Board has changed its name to reflect the need for a formal structure resembling that of Olympic sports. The new name is: International Footbag Committee (IFC).*
- ² *1997 IFAB rule change inserted section 104 specifying event sanctioning authority, incremented section numbers added (105-111) to allow for insertion above section.*
- ³ *2004 wording changes – deleted wording: “The World Footbag Association (WFA) is currently the only official authorized sanctioning body. The procedure to gain sanctioning authority is similar to that of becoming an IFC member.” replaced with current wording to reflect IFPA sanctioning.*
- ⁴ *1996 Rule Change 107.01C change pellets to filling – Contain loose filling of any material.*
- ⁵ *1995 Rule Change 107.01D (formerly 106.01D) – created specific size and weight restrictions for all types of footbag play.*
- ⁶ *1994 Rule change – 108 (formerly 107) – addition of the word “destructive” in section 107 pertaining to behavior (moved from Golf section) (Golf Section 404.05 deleted).*
- ⁷ *2005 - November deadline added beginning with 2006 rulebook.*

ARTICLE II- Footbag Consecutive

Comment: Footbag consecutive is played with one or more players. The object is to keep the footbag airborne using only the feet and knees. There are many consecutive events which can be played and will be explained in sections 205-209.¹ In most events the object is to kick the footbag as many times as possible before a drop or a foul occurs. In speed events there is a set time period in which to achieve the highest number of kicks. In distance events the object is to kick a certain number of kicks in the fastest possible time.

Outline of Contents

- 201. Interpretation
- 202. Playing Area
 - 202.01. General
 - 202.02. Spectator Control
- 203. Equipment
 - 203.01. Footbags
 - 203.02. Counter Device
 - 203.03. Stopwatch
- 204. General Rules of Play
 - 204.01. Legal Kicks
 - 204.02. Upper Body
 - 204.03. Hand Serve
 - 204.04. World Records
 - 204.05. Time Between Rallies
 - 204.06. Interference
 - 204.07. Noise Control
 - 204.08. Number of Rallies
 - 204.09. Assigning Counters and Timers
 - 204.10. Counters' Responsibilities
 - 204.11. Judges'/Players' Responsibilities
 - 204.12. Video Verification
- 205. Standard Consecutives
 - 205.01. Singles
 - A. Play
 - B. Scoring
 - C. End of Rally
 - 205.02. Doubles
 - A. Play
 - B. Scoring
 - C. End of Rally
 - 205.03. Doubles One-Pass
 - A. Play
 - B. Scoring
 - C. End of Rally

- 206. Speed Consecutives
 - 206.01. Speed Singles
 - A. Play
 - B. Start of Rally
 - C. Handling of Fouls
 - D. Scoring
 - E. World Record Consideration
 - F. End of Rally
 - 206.02. Speed Doubles One-Pass
 - A. Play
 - B. Start of Rally
 - C. Scoring
 - D. End of Rally
 - E. World Record Consideration
- 207. Other Consecutives
 - 207.01. Distance One Pass
 - A. Play
 - B. Playing Field
 - C. Scoring
 - D. Initiating Rally
 - E. Line Foul
 - F. End of Rally
 - 207.02. One-up Five-Down
 - A. Play
 - B. Scoring
 - C. End of Rally
 - 207.03. Team
 - A. Play
 - B. Scoring
 - C. End of Rally
- 208. Glossary

201. Interpretation The ultimate interpretation of the letter and spirit of the following rules shall be the responsibility of the tournament director and/or the head judge of the contest.

202. Playing Area

202.01. **General** The playing area may be of any surface. If indoors, it is recommended that there is overhead clearance of at least 6 feet. The players should be a reasonable distance apart, so as not to interfere with other players. If outdoors, the playing area should be flat, free of obstructions and holes, and afford reasonable player safety.

202.02. **Spectator Control** The entire playing area shall be separated from the spectators by lines or rope to prevent unnecessary interference of play.

203. Equipment

203.01. **Footbags** Footbags used in regulation footbag consecutive must adhere to the limits set forth in Article I, section 107.01.²

203.02. **Counter Device** Counter devices are recommended for counting of all rallies. The counter device should count in increments of one.

203.03. **Stopwatch** Stopwatches should have the ability to measure time to one-hundredth of a second. It is recommended that all rallies be timed.

204. General Rules of Play

204.01. **Legal Kicks** The player must kick the footbag; delays or stalls are not allowed. A continuous striking motion is considered a kick. A player cannot use any structure or object to support himself when kicking. If the footbag contacts a surface other than the player (e.g., the wall or ceiling) it is a foul and considered as a drop.

204.02. **Upper Body** No upper body contact is allowed. Upper body contact is defined as any contact above the waistline of the player, including any contact with clothing or other equipment worn by the player. Players and judges are required to call upper body fouls.

204.03. **Hand Serve** The player must begin each rally with a hand serve.

204.04. **World Records** World records are only recognized at officially sanctioned events.

204.05. **Time limit between rallies** The time limit between rally attempts will be determined by the tournament director.

204.06. **Interference** If the tournament director determines that a player's rally has been unfairly interrupted, then the player can redo the rally starting at zero.

204.07. **Noise Control** The playing area should be free of any noise that could distract the players. Music during play will be determined by the tournament director after consultation with the players.

204.08. **Number of Rallies** The number of rallies per person or team will be determined by the tournament director, using the following guidelines: Novice 3 to 5; Intermediate 2 to 3; Advanced 1 to 2.

204.09. **Assigning Counters and Timers** The tournament director is responsible for choosing the counters and timers.

204.10. **Counters' Responsibilities** A counter is responsible for counting only, unless otherwise specified by the tournament director.

204.11. **Judges' and Players' Responsibilities** Judges and players are responsible for calling upper body fouls, drops, or kicking pattern violations. The judge's call is final.

204.12. *Video Verification* Video recordings may be used to verify scores.

205. Standard Consecutives³

205.01. Singles

- A. Play: One player attempts to keep the footbag airborne as long as possible. All general rules (204) apply.
- B. Scoring: Each kick counts as one point.
- C. End of Rally: A rally ends when the footbag touches the ground or an upper body foul occurs.

205.02. Doubles

- A. Play: Two players attempt to keep the footbag airborne as long as possible. No player is allowed more than 25 consecutive kicks before passing the footbag. All general rules (204) apply.
- B. Scoring: Each kick counts as one point.
- C. End of Rally: A rally ends when the footbag touches the ground, an upper body foul occurs, or one player contacts the footbag more than 25 times consecutively.⁴

205.03. Doubles One-Pass

- A. Play: Two players attempt to keep the footbag airborne as long as possible.⁵ Players are allowed only one kick to execute the pass. All general rules (204) apply.
- B. Scoring: Each kick counts as one point.
- C. End of Rally: A rally ends when the footbag touches the ground, an upper body foul occurs, or one player contacts the footbag more than one time consecutively.

206 Speed Consecutives⁶

206.01. Speed Singles

- A. Play: One player attempts to kick the footbag as many times as possible within a pre-determined amount of time (suggested five minutes). Players are required to alternate legs on each kick; failure to alternate feet is a foul (see 208).⁷ Only one single footbag may be used during the entire time of a single rally.⁸ All general rules (204) apply.
- B. Start of rally: The rally starts with a hand serve at the start of the timer; allowing the footbag to leave the hand before notice of the start of the time is a foul. The player continues, but is penalized.⁹
- C. Handling of fouls: If the player commits a drop or a foul (early start foul, upper body contact foul, or non-alternating foul), the player continues, but is penalized (see 206.01-D).¹⁰
- D. Scoring: Each kick counts as one point. The deduction for an early start foul is 10 points. The deduction for each drop or upper body foul is 10 points. The deduction for each non-alternating kick is 3 points.
- E. World Record Consideration: A rally must be clean of any fouls to be considered for a world record.¹¹ Videotape recordings are required to verify all world records due to the difficulty of counting speed consecutive, and to clarify any questions about fouls.
- F. End of Rally: A rally ends when the predetermined time period has elapsed.

206.02. Speed Doubles One-Pass

- A. Play: Two players attempt to kick the footbag, using one-pass rules (205.03), as many times as possible within a pre-determined amount of time (suggested 10 minutes). All general rules (204) apply.¹²

- B. Start of rally: The rally starts with a hand serve at the start of the timer. Allowing the footbag to leave the hand before notice of the start of the timer is a foul, and renders the rally void.¹³
- C. Scoring: Each kick counts as 1 point.
- D. End of Rally: A rally ends when the footbag touches the ground, an upper body foul occurs, a player contacts the footbag more than one time consecutively, or when the specified time period has elapsed (whichever comes first).
- E. World Record Consideration: A rally must be clean of any fouls to be considered for a world record. Videotape recordings are required to verify all world records due to the difficulty of counting speed consecutives, and to clarify any questions about possible fouls.

207. Other Consecutives

207.01. Distance One Pass¹⁴

- A. Play: Two players pass the footbag across a 10 ft. distance as many times as possible. One kick is allowed to return the footbag to the other player. All general rules (204) apply.
- B. Playing Field: Two parallel lines 10 ft. apart define the playing field. The lines should be at least 20 ft. long to allow for lateral movement. The lines should be at least 2" wide for good visibility.
- C. Scoring: One point is awarded for each kick. The best rally of three attempts shall be a team's score.
- D. Initiating Rally: The rally begins with a hand toss from one player to the other.
- E. Line Foul: Touching a line or touching the ground beyond a line is a foul and ends the rally.
- F. End of Rally: A rally ends when a drop, upper body foul, or line foul occurs.

207.02 One-up Five-down

- A. Play: Two players attempt to keep the footbag airborne as long as possible. Players start by kicking one time each, then two times, three times, and working up to five kicks each. Upon reaching five, players work back down to one using the same system. All general rules (204) apply.
- B. Scoring: Each kick counts as one point. Players are scored on the total number of kicks and how many continuous rounds they can complete (i.e. 1,2,3,4,5,4,3,2,1 is scored as one round).
- C. End of Rally: A rally ends when the footbag touches the ground, an upper body foul occurs, or a player breaks the 1-Up-5-Down pattern.

207.03 Team

- A. Play: Three or more players attempt to keep the footbag airborne as long as possible. No player is allowed more than 5 consecutive kicks before executing a pass. All general rules (204) apply.
- B. Scoring: Each kick counts as one point.
- C. End of Rally: A rally ends when the footbag touches the ground, an upper body foul occurs, or one player contacts the footbag more than 5 times consecutively.

208. Glossary

Counter: A person who has the responsibility of counting a player's rally.

Counter Device: A device that assists the counter in counting a player's rally.

Early Start Foul: An early start foul occurs when the footbag leaves the player's hand before the official start of the timer. An early start foul should be noted by counters, but not called until the end of the rally.

Non-Alternating Foul: In Speed Singles rallies, any time two consecutive kicks are taken with the same leg/foot. When three kicks in a row are taken with the same leg, that would be counted as two non-alternating fouls. Any two kicks separated by a drop or upper body foul are not consecutive, therefore cannot be considered for assessing a non-alternating penalty.

Rally: A player's group of kicks, starting at one and ending on a foul, drop, predetermined number of kicks, or predetermined time period.

Timer: A person who has the responsibility of timing a player's rally.

Upper Body Foul: An upper body foul occurs when the footbag contacts the player's body or player's clothing above the player's shorts waistline.

Footnotes - Footbag Consecutives Section

¹ 209 reserved for further expansion.

² 1995 - Moved game specific footbag weight/dimension specifications to general, formerly 203.01.

³ 1997 - Deleted references to fixed length rallies – reorganized sections to better classify competitions as follows: 204 General rules only, 205 standard consecutives (singles, doubles, doubles one-pass), 206 timed consecutives, 207 other consecutives (10 ft. one pass, 1 up 5 down, team).

⁴ 1997 - Deleted "natural functions" break in doubles, formerly 204.03.

⁵ 1996 - Changed from "Three or more players" – one-pass rules approved.

⁶ 1999 - Timed consecutives will now be called Speed Consecutives throughout all of Rule 206

⁷ 1997 206.01 - A specified alternating requirement in play, added time suggestion.

⁸ 1995 - Changed speed rallies to stipulate use of one footbag only, formerly 204.07-A.

⁹ 1995 - Former 204.07 B & C, created an early start foul for speed rallies when a player releases the footbag before indication of the timer; 10 point deduction if foul is committed to be assessed after the rally has ended.

¹⁰ 1997 - 206.01 - C & D reworded for clarity, specifying penalties for each foul.

¹¹ 1995 - Added requirement that any speed rally be free of any fouls to be considered for a world record. Formerly 204.07-E

¹² 1997 – Deleted fixed-length rally, and replaced it with Timed (10 min.) One-Pass Rules.

¹³ 1997 – 206.02–B added allowance for early start foul, specifying penalty.

¹⁴ 1999 - Doubles Distance One-Pass changed to Distance one pass – deleted reference to Doubles throughout.

Figure 1 - Multi-Use Consecutives Scorecard

IFPA Members can download this form for free from:


<http://www.footbag.org/scorecards>

Consecutives Scorecard
Be sure to include your whole name and clearly circle your best score, prior to submitting. Use the back as a scratchpad. Good luck!

Player 1 _____
1st Rally _____ 2nd Rally _____

Player 2 _____
1st Rally _____ 2nd Rally _____

Player 3 _____
1st Rally _____ 2nd Rally _____


 © Copyright 2003, IFPA

Consecutives Scorecard
Be sure to include your whole name and clearly circle your best score, prior to submitting. Use the back as a scratchpad. Good luck!

Player 1 _____
1st Rally _____ 2nd Rally _____

Player 2 _____
1st Rally _____ 2nd Rally _____

Player 3 _____
1st Rally _____ 2nd Rally _____


 © Copyright 2003, IFPA

Consecutives Scorecard
Be sure to include your whole name and clearly circle your best score, prior to submitting. Use the back as a scratchpad. Good luck!

Player 1 _____
1st Rally _____ 2nd Rally _____

Player 2 _____
1st Rally _____ 2nd Rally _____

Player 3 _____
1st Rally _____ 2nd Rally _____

 © Copyright 2003, IFPA

ARTICLE III- Footbag Net

Comment: Footbag net is a court game played either one-on-one or two-on-two (singles or doubles) over a 5 ft. net. It combines basic kicks, serves, spikes and digs. Each player or team attempts to score points while serving. In singles play, two kicks are allowed per side. In doubles play, three kicks are allowed per side and players (teammates) must alternate contacts. The court is 20 ft. wide and a total of 44 ft. in length, with the net dividing the court into two 22 ft. deep courts. The court is also divided down the center to form four equal serving quadrants.

Outline of Contents:

- 301. Interpretation
- 302. Field of Play
 - 302.01. Court Dimensions
 - 302.02. Net Height & Stanchion Placement
 - 302.03. Court Surface
 - 302.04. Boundary Lines
 - 302.05. Footbag Net Equipment
 - 302.06. Line Width
- 303. Rules of Play
 - 303.01. Preliminary Procedures
 - A. Choice of Footbag
 - B. Footbag Dimensions
 - C. Coin Toss
 - D. Ready for Service
 - E. Changing Sides
 - 303.02. General
 - A. Live Footbag
 - B. Legal Kicks
 - C. Player Classification
 - D. Doubles
 - 303.03. Service
 - A. Hand Toss
 - B. Service Rotation
 - C. Server Rotation
 - D. Scoring
 - E. Partner Position
 - F. Support Leg Position
 - 303.04. Scoring
 - A. Point
 - B. Side Out
 - C. Game
 - D. Match
 - 303.05. Scorekeeper Responsibilities
 - A. Scoring
 - B. Service Rotation
 - C. Let Serves
 - D. Line Calls

- E. Penalty Assessment
- F. Crowd Control
- G. Arbitration
- H. Replays
- I. Injury Time-Outs
- J. Line Judges
- K. Out-of-Bounds
- 303.06. Time-Outs
 - A. Number Allowed
 - B. Duration
 - C. Injury Time-Outs
 - D. Penalty
- 303.07. Out-of-Bounds Play
- 303.08. Fouls
 - A. Consecutive Foul
 - B. Delay Foul
 - C. Net Equipment Foul
 - D. Net Plane Foul
 - E. Receiving Foul
 - F. Service Line Foul
 - G. Total Kick Foul
 - H. Upper Body Foul
 - I. Delay of Game Foul
 - J. Interference Under Net Foul
 - K. Unsportsmanlike Conduct
 - L. Line Rope Boundary Foul
- 304. Tournament Procedures
 - 304.01. Seeding
 - A. Tournament Contributions
 - B. Points Accumulation
 - C. Submission of Results for Seeding
 - D. Timing
 - E. Availability of Seeding
 - F. Criteria
 - G. Usage of Seeding
 - 304.02. Double Elimination Competitive Format
 - A. Movement in Brackets
 - B. Game Length
 - C. Consolation Brackets
 - 304.03. Pool Format
 - A. Movement in Pools
 - B. Distribution in Pools
 - C. Game Length
 - D. Subsequent Rounds
 - 304.04. Consolation Brackets
- 305. Glossary
- 306. Examples: Pool Format (Round Robin) Worksheet
- 307. Examples: Single and Double Elimination Brackets

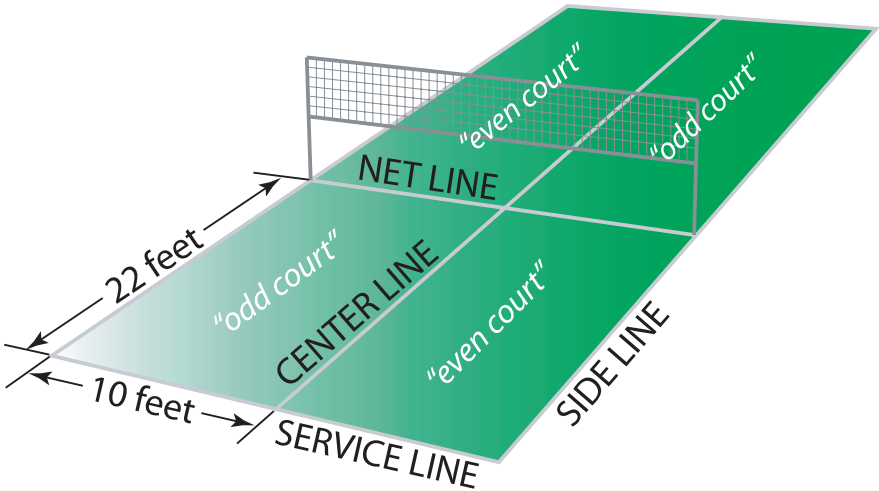
301. Interpretation

The purpose of the following rules is to provide guidelines to best describe how footbag net is played. Since its inception, footbag net has relied on good sportsmanship and fair play by all players. Therefore, the players have a basic responsibility to play within the regulations set forth and to have mutual respect for all opponents and fellow players. Violations of the player's basic responsibilities may result in penalties and disqualification by the tournament director.

302. Field of Play

302.01. **Court Dimensions** The footbag net court dimensions are the same for both singles and doubles play. The court dimensions are 20 feet in width divided in half by the center line and 44 feet in length divided in half by the net, making four equal serving quadrants. For each side, the right hand serving quadrant will be considered the "even" side, and the left hand serving quadrant will be considered the "odd" side.

Figure 2 - Net Court Dimensions



302.02. **Net Height and Stanchion Placement** The net height is five feet and is measured at center court. Net stanchions should be as close as possible, but just outside the net court boundaries; net stanchions are out of bounds.¹ (A net mesh of one inch is recommended so that the footbag may not pass through.)

302.03. **Court Surface** The footbag net court may consist of or have any type surface. Well-trimmed grass is suggested. The surface must be essentially flat and free of holes and obstructions. A player's safety must be a determining factor when laying courts. Use of gym floor tape and/or existing court lines is recommended for laying indoor courts.

302.04. **Boundary Lines** The boundary lines surrounding the court are part of the court and are played in-bounds. If the footbag touches any part of the line, the shot is played as a good shot. In the absence of line judges, if a player (team) cannot see the footbag out, the shot must be called in.

302.05. **Footbag Net Equipment** Touching any part of the net equipment such as the net, stanchion and guide wires constitutes a foul, unless the bag would normally be considered dead (See General Net Rules 303.02A) and the footbag's trajectory causes net equipment to contact a player on the other side. (See Foul Definitions, 303.08C).²

302.06. **Line Width** All official line widths shall be two inches (2").

303. Rules of Play

303.01. Preliminary Procedures

- A. Choice of Footbag: Prior to the start of play, players (teams) shall decide which footbag will be used in the game (match). In case of disagreement, tournament officials will provide a footbag.
- B. Footbag Dimensions: Footbags used in regulation footbag net play must fall within specifications set forth in Article 1, Section 107.01-D.³
- C. Coin Toss: A flip of the coin will be used before the first game (and third game if necessary) to determine service or side. The player (team) with highest seed makes the call on the first coin toss. The player (team) who wins the coin flip has the option to serve first or defend a court side. The player (team) who does not make the call of the coin toss in the first game calls the coin toss in the third game, if necessary.⁴
- D. Ready for Service: Each person shall be in a ready position preparing for play by either standing in the proper receiving quadrant or standing behind the service line. Server must wait until receiver is ready.
- E. Changing Sides: Players (teams) switch sides before the second game of a match. In the third game of a match, or in a match of only one game, players switch sides at 6 points for a game played to 11, and they switch at 8 points for a game played to 15.

303.02. General

- A. Live Footbag: The footbag is considered "live" beginning with the moment of contact by the server, and is considered "dead" as soon as the footbag touches the ground, net stanchions, anything beyond the court perimeter, drops below the net without going over it after a player or team has used the maximum allowable number of kicks, or a foul occurs, whichever comes first. Note: A Net Equipment Foul supersedes all other fouls, and may occur after the footbag would otherwise be declared dead (see 303.08-C), unless a net plane foul (see 303.08-D) causes a net equipment foul, in which case the contact foul supersedes the net equipment foul, or unless the normally dead footbag's trajectory into the net causes the net to contact a player on the other side of the net.⁵
- B. Legal Kicks: A kick is legal when the footbag is contacted with one continuous striking motion by a legal kicking surface. This includes double hits, rolls, and pushes, as long as a striking motion is used and the delay, double hit, or roll is clearly accidental.
- C. Player Classification: No player will be allowed to move down in division in the same tournament (using singles net as the standard). For instance, after playing singles footbag net in an advanced division, a player may not play doubles footbag net in a beginner division.
- D. Doubles: In doubles net play:
 - 1. Players will not be allowed to substitute for any reason once their first match of the tournament is in progress.
 - 2. The use of arms to screen a shot is not allowed. Screening the serve, in any way, is not allowed.

3. Uniforms are encouraged for all competitors in net events.⁶

303.03. Service Each server has one chance to get a good serve into the proper receiving court (beginner classification is allowed two serve attempts). The serve is made from behind the service line of either the right-hand or left-hand court (see Service Rotation). If the serve hits the net, but still falls over the net and into the proper receiving court (a let serve), the server will be allowed a second serve. A let serve on the second attempt causes a side out.

A. Hand Toss: The server must drop or toss the footbag into the air before kicking it over the net.

B. Service Rotation: When the serving person's or team's score is zero or even, service is made from the right-hand court; when the serving person's or team's score is odd, service is made from the left-hand court.⁷ Service goes cross court, from server's left to receiver's left, or server's right to receiver's right. In doubles, the serving team switches courts as necessary for the server to be in the correct court. Receiving teams do not switch courts.

C. Server Rotation: In doubles play, for each game of a match, the first team to serve chooses which player will begin service. After the first side out, the other team is also allowed to choose which player will serve first. For each subsequent side out of the game, service will rotate to each player in turn. In the second game of a multi-game match, the losing player or team serves first.⁸ A coin toss determines which team serves first in a third game. When no scorekeeper is present and a team has served out of order, the team loses the serve and any points gained during the out of service foul. All players resume correct positions on the court.

D. Scoring: The server shall call the score before each serve. The server may not serve until one second after calling the score.⁹

E. Partner Position: In doubles net play, the server's partner is required to stand inside his respective quadrant during the service. Screening of the serve by the server's partner is a foul.

F. Support Leg Position: The support foot of the server must remain completely behind the boundaries (within sideline and centerline extensions) of the proper service quadrant until contact with the footbag has been made.

303.04. Scoring

A. Point: A point is awarded to the serving team only. A point is awarded when the receiving player or team fails to return the footbag over the net and in-bounds in the allotted number of kicks (2 for singles, 3 alternating kicks in doubles) or commits a foul (see 303.08).

B. Side Out: Service shifts to the other player or team (a side out) when the serving player or team fails to serve into the proper service court, subsequently fails to return the footbag over the net and in-bounds in the allotted number of kicks, or commits a foul.

C. Game: A game is the first player or team to score 15 points. At the tournament director's discretion, preliminary games may be to 11 points. Players must win by 2 points.¹⁰

D. Match: A match is the winner of two out of three possible games, except in consolation rounds or losers' bracket in double elimination tournaments when one game to 15 points makes a match.

303.05. Scorekeeper Responsibilities Players may request non-biased scorekeepers or judges in any footbag net match. The responsibilities of the scorekeeper are as follows:

- A. Scoring. Call the score before each point.
- B. Service Rotation. Maintain service rotation and proper serving quadrant.
- C. Let Serves. Call all let serves.
- D. Line Calls: Rule on line calls only when asked by players or line judges.
- E. Penalty Assessment: Assess penalties for fouls, including delays of game (see 303.08 I) and unsportsmanlike conduct (see 303.08-K). Scorekeepers should use verbal or colored carding system to warn players of penalty assessments.¹¹
- F. Crowd Control: Maintain crowd control (noise and movement).
- G. Arbitration: Arbitrate player conflicts.
- H. Replays: Call for replays of points when necessary.
- I. Injury Time-Outs: Authorize injury time-outs.
- J. Line Judges: Be responsible for line judges when necessary.
- K. Out-of-Bounds: Maintain out-of-bounds around net court.

303.06. *Time-Outs*

- A. Number Allowed: Three time-outs are permitted per team per match. No more than two time-outs per game are allowed.
- B. Duration: Maximum time-out allowed during a game is two minutes. Between games, a maximum time of three minutes is allowed.
- C. Injury Time-Outs: One injury time out per team per match is permitted. Time limit for injury time out is set by tournament official.¹² If a player forfeits any game or match in an event, the player does not need to scratch the entire event.¹³
- D. Penalty: If any of the above time-out rules is violated, a foul will be assessed (see 303.08).

303.07. ***Out-of-Bounds Play*** The footbag can be brought back into play from anywhere outside of the court boundaries, provided the footbag crosses the net over the inbounds court area into the opponents' court. When the footbag is kicked out-of-bounds behind the net line (towards the opponent's court), it must be initially returned back outside the net stanchion before crossing the net over the inbound court area.

303.08. *Fouls*

If a foul is committed by the serving team, the result is a side out. If a foul is committed by the receiving team, the result is a point for the serving team. Except for delay of game or unsportsmanlike conduct, a foul may only occur while the footbag is still "live" (See General Net Rules 303.02A).¹⁴

- A. Consecutive Foul: In singles net, when a player contacts the footbag more than two consecutive kicks. In doubles net, when a player contacts the footbag twice in a row.
- B. Delay Foul: When the footbag is delayed or stalled on the foot.
- C. Net Equipment Foul: When any part of a player's body or clothing, attached or unattached, touches the net, the guide wires of the stanchions, or the stanchions themselves without stated equipment being propelled by an otherwise 'dead' (See General Net Rules 303.02A) footbag into a player on the opposite side of the net. For the purposes of a Net Equipment Foul, a point lasts 3 seconds after the footbag has been declared dead (See General Net Rules 303.02A). Net fouls supersede all other fouls, unless a net plane foul (see 303.08-D) resulted in a net foul, in which case the plane contact foul supersedes the net equipment foul.¹⁷

- D. Net Plane Foul: When a player touches the opponent while breaking the plane of the net (above or below the net).
- E. Receiving Foul: In doubles net, when a player receives the serve out-of-order, a point is awarded to the serving team.
- F. Service Line Foul: When the support foot of the server touches the service line or beyond before contacting the footbag on the serve. When the support foot is outside the sideline or center line extension.
- G. Total Kick Foul: In singles net, when the footbag is contacted more than twice or in doubles net when the footbag is contacted more than three times before it is returned over the net.
- H. Upper Body Foul: When the footbag comes in contact with any part of the upper body or clothing. Upper body is defined as the kneecap and above.
- I. Delay of Game Foul: When a time-out exceeds its allotted time (see 303.06-B).¹⁸
- J. Interference Under Net Foul: When player contacts the footbag under the net on the opponent's side of the net before the bag has been declared dead (303.02-A).¹⁹
- K. Unsportsmanlike Conduct Foul: Scorekeepers and tournament officials are allowed to assess unsportsmanlike conduct fouls (see 107). "Silent" foul cards or verbal warnings will be used to communicate the assessment of foul to players. Yellow cards will signify warnings, and red cards will signify ejection from the game. Players/teams are generally allowed 2 yellow cards before being presented with a red ejection card, but these limits may be modified by tournament officials.²⁰
- L. Line Rope Boundary Foul: When rope based line equipment is used, significantly altering the position of the line is considered a boundary foul.²¹

304. Tournament Procedures

Comment: The tournament director is responsible for determining seeding, and defines the tournament format. The following guidelines are suggested:

- 304.01. **Seeding** Seeding will be used in all IFPA sanctioned events to categorize the top players in singles and doubles net play.²²
- A. Tournament contributions: Seeding for each category is based upon the number of people a player has finished above in the previous year in that category, plus the results of the previous two annual tournaments of the event that is currently being seeded.
 - B. Points accumulation: One point, plus 1 for singles or plus 2 for doubles, will be awarded for each person a player finishes above in each category. Example: If 14 people entered a singles net competition, 1st place would get 14 points, 2nd place 13 points, 3rd place 12 points, and so on until the last place finisher gets 1 point; If 5 teams entered a doubles net event, each 1st place player would get 10 points, each 2nd place 8 points, and so on.
 - C. Submission of results for seeding: Results from all IFPA-sanctioned events should be sent within two weeks after event to: IFPA Sanctioning Director and IFPA statistician or their designees ²³ and should include the following:
 1. Name and date(s) of event;
 2. Results from all events down to last place;
 3. Scores of all matches played during the event.
 - D. Timing: The rankings will be updated when results from sanctioned events that meet seeding requirements are received.

- E. Availability of seeding: Tournament directors should request the latest seeding results 2 weeks before an event, to be sent free-of-charge. Anyone may request the latest copy of seeding/ranking points; a small fee will be charged to cover printing and mailing costs. Direct requests to IFPA Sanctioning Director or IFPA Statistician.²⁴
- F. Criteria: The ranking system will be used only to advise tournament directors in seeding. It should not be the only criteria used in seeding. Other criteria should include:
1. Recent tournament performances;
 2. Tournaments not attended;
 3. Individual match records.
- G. Usage of seeding: All players/teams shall be ranked and assigned a seeding number before competition begins. This seeding number will be referred to as their initial seeding and will be based on the best information available to the Tournament Director. Players will be distributed into the appropriate seed slots in brackets or pools based upon their seed.

304.02. *Double-Elimination Competitive Format*

(See Figures 5 & 6 – Bracket examples).

- A. Movement in Brackets: In a double elimination format, a player's first loss puts a player into the "losers' bracket". Such a player can continue to advance until his next loss. Ultimately, the winner in the losers' bracket faces the winner of the winners' bracket in the finals. The winners' bracket finalist has the advantage because he has not lost, and can win the event in one match. If the losers' bracket finalist wins the match, then the two players or teams are tied and another match is played to determine the winner of the event.
- B. Game Length: In a double elimination format, the winners' bracket is normally played with matches being the best 2 out of 3 games to 11 points. However, the final four matches in an event (finals, finals of the winners' bracket, and the last two matches in the losers' bracket) are played best 2 out of 3 games to 15 points. In the losers' bracket, matches are a single game to 15 points, except for the last two as noted above. This shorter game length expedites the losers' bracket, which has more matches and can take longer to play. The tie-breaking match of the event (in case the losers' bracket finalist wins the first match against the winners' bracket finalist), may also be a single game to 15 points.
- C. Consolation Brackets: In a consolation bracket format, the loser(s) in the first (and perhaps second) round go into a consolation bracket. They can advance in this bracket until their next loss. The winner of the consolation bracket, however, does not face the winner of the winners' bracket. Instead, they are simply the winner of the consolation bracket.

304.03. *Pool Format*

- A. Movement in Pools: In pool format, players/teams are divided into pools, and tournament play consists of a number of rounds where the top 2 players/teams advance to the next round (or, more commonly, single-elimination playoff brackets). Play within a pool is round-robin; each player/team plays each of the player/teams. Pools should be run as follows:
- B. Distribution in pools: Players will be distributed into pools based on their initial seeding. Pool sizes should be limited to 3, 4, and 5 with 4 being the optimal number. Pool sizes of 3 should only be used when there are more than 5 and less than 8

players/teams. (see 306 and Figure 3: Pool Competition Worksheet and Figure 4: Example Pool Layout).

- C. Game Length: All matches within a pool will be best two-out-of-three games to 11 points.
- D. Subsequent round(s): A player's/team's match record shall determine his/their seeding in the next round of play. Where there is a tie, initial seeding will determine who gets seeded higher in the next round (or bracket play). The following stipulations apply:
1. If a player/team is 2nd in the pool, he/they shall be seeded no higher than $x+1$ nor lower than $2x$, where x equals the number of pools;
 2. If two players/teams in a pool have the same match record, the player/team that won the head-to-head match between them shall be awarded the higher place in the pool;
 3. In the rare event of a 3-way tie in the pool with the head-to-head match results forming a circle, the following criteria shall be used (in order) to determine the highest-placed player/team, with the next highest-placed player/team being determined by the head-to-head match between the remaining two:
 - a) Highest ratio of total games won to total games lost in all games played in pool, including those played against the player/team not in the 3-way tie;
 - b) Lowest number of total points allowed in all games won against the other two teams in the three-way tie;
 - c) The odd person out in a three way fist-to-palm tie-breaking ritual, officiated by the tournament director.²⁵

304.04 **Consolation Brackets** In a consolation pool/bracket format, the loser(s) of the second or subsequent (usually single-elimination) round go into a consolation bracket to determine relative placement and future seeding of those players. They can advance in this bracket until their next loss. The winner of the consolation bracket, however, does not face the winner of any other bracket. Instead, they are simply the winner of that consolation bracket.²⁶

305. Glossary

Center Line: Divides the length of the playing court in half to create the four equal quadrants.

Coin Toss: A coin toss at the beginning of the 1st and 3rd games to decide serve and side.

Fault: An error incurred while serving: A. When serve does not land in proper receiving court. B. When two let serves occur successively. C. When player commits service-line foul.

Let Serve: A serve which hits the net and lands in the proper receiving quadrant. Server is allowed one more serve.

Quadrant: One of four 10 ft. X 22 ft. areas into which the footbag net court is divided.

Receiving Player or Team: The player or team that is on the receiving end of the serve. In doubles net, there must be a player in each quadrant and the team must receive serve in this order until side out.

Receiving Rotation: In doubles net, after the service rotation has been established, each receiving team member must be in the quadrant they were in during their team's last serve to receive the opposing team's serve.

Screening: Blocking an opponent's vision in doubles net with the upper body. May also apply in blocking service (although screening the serve is a foul).

Seeding: The arrangement of the draw for footbag net events, so that the better players do not play against each other in early rounds.

Serve: Used to begin play. The server kicks the footbag from behind the service line into the receiving quadrant.

Service Ace: Occurs when receiving player or team fails to make contact with footbag landing inside the proper receiving quadrant.

Service Line: The back line from where the serve is initiated.

Serving Player or Team: The player or team initiating play with a serve.

Side Line: The side boundary lines of the playing court.

Side Out: When the serving player or team fails to return the footbag over the net during play, creates a foul or fails to get a good serve into play. The opposing team becomes the serving team.

306 Pool Format Worksheet Examples²⁷ (Round Robin)

IFPA Members can download this form for free at: <http://www.footbag.org/scorecards>

Figure 3 - Pool Competition Worksheet

Footbag Net Pool Competition Worksheet

Date: _____ Sheet ___ of ___ Event _____

Match Set #1

1st Seed vs. 3rd Seed

2nd Seed vs. 4th Seed

Game #1 _____

Game #2 _____

Game #3q (if needed) _____

Match Set #2

1st Seed vs. 3rd Seed

2nd Seed vs. 4th Seed

Game #1 _____

Game #2 _____

Game #3q (if needed) _____

Match Set #3

1st Seed vs. 3rd Seed

2nd Seed vs. 4th Seed

Game #1 _____

Game #2 _____

Game #3q (if needed) _____

For 3 & 5 person pools, the game rotation is as follows:

3-person/team pool	5-person/team pool
1 vs 3	1 vs 5
2 vs 3	2 vs 4
1 vs 2	3 vs 5
	1 vs 3
	2 vs 5
	1 vs 3
	4 vs 5
	1 vs 2
	3 vs 4

IFPA International Footbag Association
© Copyright 2004 IFPA

Figure 4 – Example Pool Layout

		Pools:					
		1	2	3	4	5	6
Seed Placements	1	1	2	3	4	5	6
	12	12	11	10	9	8	7
	13	13	14	15	16	17	18
	24	24	24	22	21	20	13
	25	25	26	27			

If the number of players is not evenly divisible by 4, create as many 5-person pools as necessary (gray lines and numbers) to accomodate the extras.

307 Single and Double-Elimination Bracket Examples

Shown on the following pages are 5 to 8 person and 9 to 16 person brackets, with placements for each seed. If there are fewer players than bracket slots, fill the lowest seeds (highest numbers) with byes, and move the byes as you would a player that loses. If a division has more than 16 players, pool format is highly recommended.

Figure 5- Five to Eight (5 to 8) Person Double Elimination Bracket

IFPA Members can download this form for free at: <http://www.footbag.org/scorecards>

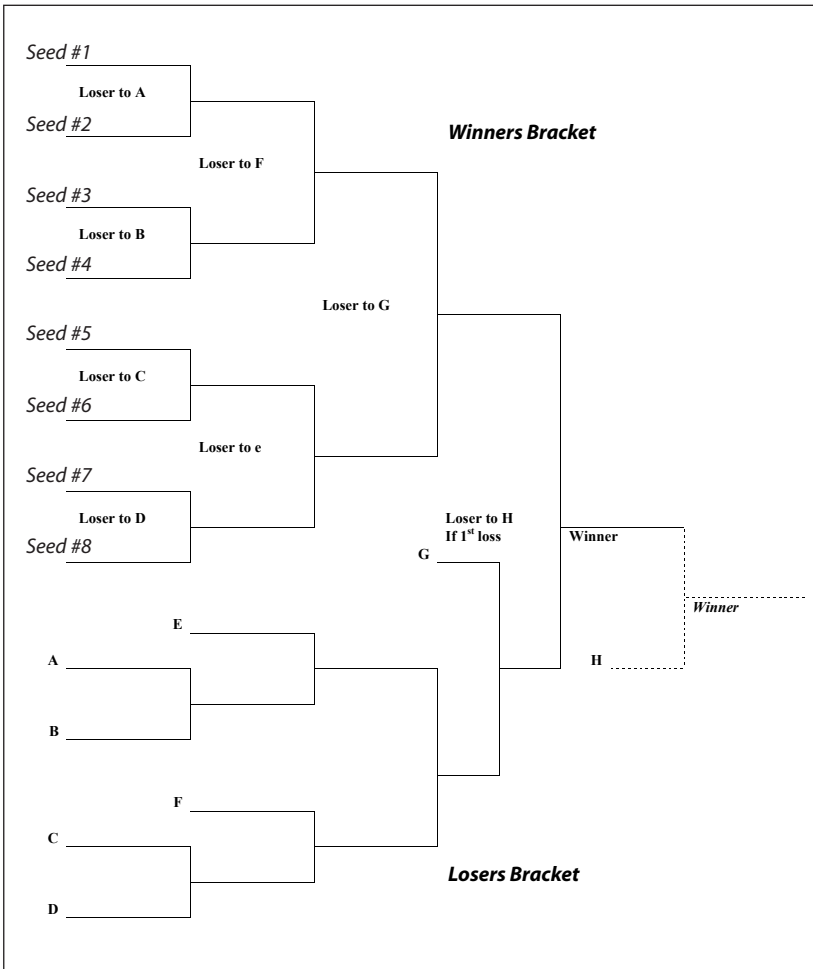
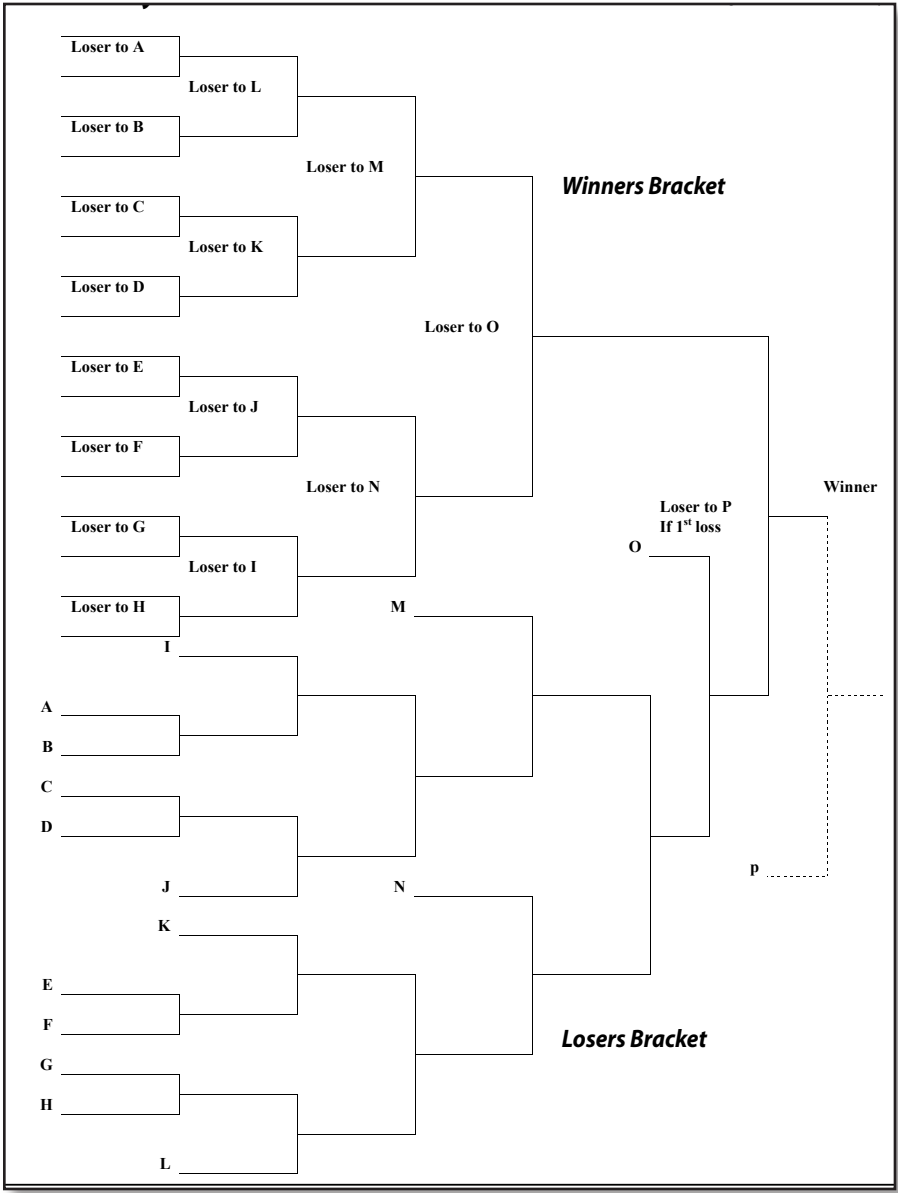


Figure 6 - Nine to Sixteen (9 to 16) Person Double-Elimination Bracket

IFPA Members can download this form for free at: <http://www.footbag.org/scorecards>



Footnotes - Footbag Net Section

- ¹ 1996 – 302 - added rule that stanchions be placed outside boundary lines so that they are out of bounds.
- ² 1991-1992 – 302.05 – changed to disallow contact with stanchions, guide wires and the net. 2006 rule change to exclude foul when footbag driven into net and causes it to touch opponent.
- ³ 1995 - 303.01-B – moved game-specific footbag weight/dimension specifications to general. 1991-1992 – changed weight range from 30-45 grams, formerly 35 grams plus or minus 5 grams.
- ⁴ 1997 - 303.01-C - specifies who calls the first coin toss.
- ⁵ 1995 - 303.02-A – modified “dead bag” definition for interference rule (303.08-J). 1997 - 303.02 A – added clause to consider net plane foul that causes net foul. 2006 rule change to exclude foul when footbag driven into net and causes it to touch opponent.
- ⁶ 1998 - 303.02D - uniforms now encouraged to be worn by competitors in net events
- ⁷ 1994 - implementation of odd/even service side rule.
- ⁸ 1993 - service rotation reverted to “Traditional, loser serves.”
- ⁹ 1996 - add wording for 1-second rule after score is called.
- ¹⁰ 1995 - 303.04-C - deleted the “skunk rule” (there is no more shutout at 11-0 in games to 15).
- ¹¹ 1997 - 303.05-E Changed to penalty assessment and added unsportsmanlike conduct and reference to carding system. Removed “E. Delay of Game: Assess penalties for delays of game (See 303.08-I)” – they are included in penalty assessment and foul rules.
- ¹² 1996 - approved limiting injury time outs to 1 per player/team per match, time set by tournament official.
- ¹³ 1999 - rule addition to clarify that player may forfeit a game or match without scratching from that event.
- ¹⁴ 1997 - 303.08 added definition of “unsportsmanlike conduct.”
- ¹⁵ 1999 - 303.08 (player’s hat– added wording when any part of the body or clothing, attached or unattached touches the net.
- ¹⁶ 1995 - 303.08-C - changed time net remains live after otherwise dead bag from 5 to 3 seconds, added - “Net equipment is “live” and foul-able for 5 seconds after footbag has been declared otherwise dead.
- ¹⁷ 1997 - 303.08-C - added clause to consider net plane foul that causes net foul, added new ruling that makes a plane foul the overriding foul when it causes a net equipment foul. 1994 – added rule – net equipment foul now supersedes all other fouls. 1991-1992 - net foul becomes net equipment foul. 2006 rule change to exclude foul when footbag driven into net and causes it to touch opponent.
- ¹⁸ 1991-1992 - 303.08-I - added new clause for “Delay of Game Foul.”
- ¹⁹ 1995 - added 303.08 J - created “Interference Under Net Foul”.
- ²⁰ 1997 - 303.08 K - added unsportsmanlike conduct foul, detail of warning card system; implemented a colored carding system, to silently warn players of (and eject them for) unacceptable behavior, similar to that of volleyball.
- ²¹ 1999 - 303.08 - wording is approved “When rope based line equipment is used, significantly altering the position of the line is considered a boundary foul.”
- ²² 1991-1992 - expanded seeding section to include details of ranking system.
- ²³ 1997 - 304.01 - changed seeding stats coordinator to James Harley, wording change 2004 to conform to IFC/IFPA structure.
- ²⁴ 1996 – changed expanded Pool Format rules (formerly 306.05).
- ²⁵ 8th edition had an erroneous 304.08 - already appears at the beginning of 304.01. deleted: “304.08 Seeding determination. The director is responsible for determining seeding, and defines the tournament format. The following guidelines are suggested”.
- ²⁶ 1996 - 306.05 - changed/expanded Pool Format Rules
- ²⁷ 1998 - pool order for competition changed.

Figure 7 - Footbag Net Scorecard

IFPA Members can download this form at: <http://www.footbag.org/scorecards>

FOOTBAG NET SCORECARD


Court # _____

Team A Team B

Game	Scoring (A)	Final	Scoring (B)	Final	Victor
1	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="radio"/>
2	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="radio"/>
3	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="radio"/>

Time Outs: _____

Scorekeeper: _____
(Please Print)



© Copyright 2003, IFPA

FOOTBAG NET SCORECARD


Court # _____

Team A Team B

Game	Scoring (A)	Final	Scoring (B)	Final	Victor
1	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="radio"/>
2	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="radio"/>
3	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="radio"/>

Time Outs: _____

Scorekeeper: _____
(Please Print)



© Copyright 2003, IFPA

FOOTBAG NET SCORECARD


Court # _____

Team A Team B

Game	Scoring (A)	Final	Scoring (B)	Final	Victor
1	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="radio"/>
2	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="radio"/>
3	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="radio"/>

Time Outs: _____

Scorekeeper: _____
(Please Print)



© Copyright 2003, IFPA

FOOTBAG NET SCORECARD


Court # _____

Team A Team B

Game	Scoring (A)	Final	Scoring (B)	Final	Victor
1	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="radio"/>
2	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="radio"/>
3	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	<input type="radio"/>

Time Outs: _____

Scorekeeper: _____
(Please Print)



© Copyright 2003, IFPA

ARTICLE IV- Footbag Golf

Comment: The first official game of footbag golf was played in Delta Park, Portland, Oregon in August, 1982, and was organized by John Stalberger. The constant challenge, the social nature of the game, and the fact that it's inexpensive to play are attractions. Footbag golf is a recreational sport for everybody, regardless of age, gender or ability. The object of the golf game is to traverse a course from beginning to end in the fewest number of kicks of the footbag. Each kick is made from where the footbag came to rest after the last kick. Footbag golf is a game that expects high standards of etiquette and courtesy. Among the basic considerations of etiquette are such things as: respect for plant life on the course, and allowing faster groups to play through if asked. Footbag golf can be as challenging as any of the other footbag games, but it is the easiest to learn, because players are not required to link consecutive kicks.

Outline of Contents

- 401. Conduct of Players
 - 401.01. Courtesy
 - A. General
 - B. Smoking
 - C. Penalty
 - 401.02. Order of Play
 - A. Tee-off Order
 - B. Order of Play
 - C. Practice Kicks
 - D. Player Responsibility
 - E. Playing Through
 - 401.03. Excessive Time
 - A. Limit
 - B. Infractions
- 402. Equipment
 - 402.01. Footbags Used in Play
 - A. Dimensions
 - B. Changing Footbags
 - C. Approval
 - 402.02. Markers
 - 402.03. Targets
 - A. Dimensions
 - B. Completion
 - C. Obstructions
 - 402.04. Greens
 - A. Green Size
 - B. Marking the Greens
 - C. Sloping Green

- 403. Rules of Play
 - 403.01. Legal Kicks
 - 403.02. Teeing Off
 - 403.03. Marking the Lie
 - A. General
 - B. Violations
 - C. Breakage
 - 403.04. Stance
 - A. General
 - B. Putting
 - C. Violations
 - 403.05. Relief
 - A. General
 - B. Non-Permanent Obstacles
 - C. Procedure
 - D. Violations
 - 403.06. Unsafe Lie
 - 403.07. Interference
 - A. General
 - B. Violations
 - 403.08. Lie Above Ground
 - A. Below 1 Foot
 - B. Above 1 Foot
 - C. Tampering
 - 403.09. Out-of-Bounds
 - A. General
 - B. Penalty
 - C. Tampering
 - 403.10. Playing the Wrong Lie
 - A. General
 - B. Correction
 - C. Resolution
 - 403.11. Lost Footbag
 - A. General
 - B. Resolution
 - 403.12. Mandatory Dog-Leg
 - A. General
 - B. Lie Marking
 - C. Sighting
 - 403.13. Roll-ups
 - A. Green Size
 - B. Roll-up
 - C. Marking the Greens
- 404. Tournament Procedures
 - 404.01. Special Conditions
 - 404.02. Beginning Play
 - A. General
 - B. Signal
 - C. Late Arrival

- D. Failure to Appear
- E. Finishing a Hole
- 404.03. Scoring
 - A. General
 - B. Notations
 - C. Disagreements
 - D. Verifications
 - E. Adjustment
 - F. Scorekeeping
 - G. Penalties
- 404.04. Rain or Hazardous Conditions
 - A. General
 - B. Breaks
 - C. Postponement
 - D. Penalties
- 404.05. Disqualification and Suspension
 - A. General
- 404.06. Grouping and Sectioning
 - A. General
 - B. Divisions
 - C. Groups
 - D. Sections
 - E. Advancement
- 404.07. Ties
 - A. General
 - B. Tie breaking
- 405. Glossary

401. Conduct of Players

401.01. *Courtesy*

- A. General: Players should take care not to produce any distracting noises or any potential visual distractions for other players who are kicking. Examples of discourteous actions are: yelling, freestyling, slapping course equipment, kicking out of turn, throwing or kicking golf bags, and advancing on the fairway beyond the away player. Yelling “Fore” at an appropriate time to warn someone in danger of being struck by a footbag is not a violation of courtesy. Interpretation of courtesy also includes other actions, as expected by the rules, such as: refusal to assist in the search for a lost footbag, refusal to move equipment, refusal to keep score properly, etc. Players should not kick until they are certain that the kicked footbag will not distract another player or potentially injure anyone present. Players should watch the other members of their group kick to aid in the locating of errant kicks and to ensure compliance with the rules.¹
- B. Smoking: Courtesy also dictates that players who smoke should not allow their smoke to disturb other players.
- C. Penalty: A player violating a courtesy rule may be warned by any affected player, even if from another group, or by an official, with all players of the group advised of the warning. A one-kick penalty will be assessed for each subsequent infraction in the same round. Repeated violations of courtesy rules may result in disqualification in accordance with section 404.05.

401.02. *Order of Play*

- A. Tee-off Order: Tee-off order on the first tee is determined by the order in which the scorecards were filled out. Tee-off order on all subsequent tees is determined by the score on the previous hole; with the lowest score kicking first, and so on. If the previous hole was a tie, count the score back over previous holes until the tie is resolved.²
- B. Order of Play: The player farthest from the hole, (the “away” player), always kicks first. Kicking or putting out of order is a courtesy violation, and may be called by any player in the group.
- C. Practice Kicks: If a player takes a practice kick or an extra kick with any footbag at any time after the start of a round and prior to finishing the last hole of the round, a one-kick penalty is incurred. A hand toss or hand roll of a footbag or other object for the purpose of testing course conditions is considered a practice shot and a one-kick penalty will be incurred. The infraction must be observed by any two players or an official.³
- D. Player Responsibility: It is the responsibility of the Player to play the course correctly. If a player kicks from the correct tee, and either misplays a mandatory dog-leg or kicks toward an incorrect target, and the mistake is discovered at any time prior to the player’s scorecard being turned in for the round, the player may not re-tee and must proceed to play the hole correctly. If the player in this case has already kicked into a target, his lie must be marked on the ground within one meter (3 feet) of that target with no relief. If a player kicks from an incorrect teeing area, and the mistake is discovered prior to the player’s scorecard being turned in, the player must re-tee correctly and the incorrect kicks will be added to his score as practice kicks. In any case of the course being played incorrectly, if the mistake has not been corrected at the time that the player’s scorecard is turned in for that round, the player shall retroactively

incur a six-kick penalty.

- E. **Playing Through:** During tournament play, no group may play through the group ahead unless the group ahead is required to stand aside in accordance with the rules (see rule 403.09 and 404.03-C).

401.03. *Excessive Time*

A. **Limit:** A maximum of 30 seconds is allowed to each player to make a kick after:

1. the previous player has kicked;
2. the player has taken reasonable time to arrive at the footbag and place a marker;
3. the playing area is clear and free of distractions.

B. **Infractions:** On the first infraction per round, the player is warned by any two players of the group or an official. A one-kick penalty will be assessed for each subsequent infraction in the same round if observed by two or more players of the group or an official.

402. Equipment

402.01. *Footbags Used in Play*

A. **Dimensions:** Footbags must fall within the specifications set forth under Article 1, Section 107-01.⁴

B. **Changing Footbags:** Footbags may be interchanged at any time throughout the course.

C. **Approval:** Footbags must be specifically approved by the tournament director if questioned by another player in the contest, but in no case will the footbag be approved if it is in violation of any of the above specifications.⁵

402.02. *Markers*

Each player must mark his lie with a marker having a diameter of between 2" and 6" and a height not exceeding 3". A non-playing footbag or mini disc is suggested.

402.03. *Targets*

A. **Dimensions:** The regulation size for a footbag golf hole is 18" in diameter, and standing 18" off the ground.

B. **Completion:** To complete a hole the footbag must land inside the designated hole and come to rest. If the footbag comes to rest on the edge of the hole, it is considered in. If the footbag spirals within the hole and comes out, it must be played from where it comes to rest, and is not considered in.

C. **Obstructions:** No obstructions or out-of-bounds are allowed within five feet of the target.

402.04. *Greens:*⁶

A. **Green Size:** The size of the greens can vary, with the distance from the edge of the green to the center of the hole ranging from 20 feet to 50 feet.⁷

B. **Marking the Greens:** There must be a definite outline of the green area so that players know whether roll-up rule (403.13) applies or not.

C. **Sloping Green:** Construction of greens should facilitate the balance and concentration necessary for accurate putts. Greens should be reasonably level and open. Greens must be as close to level as possible within 5 feet of the center of the hole, or may be considered an obstruction.⁸

403. Rules of Play

403.01. **Legal Kicks** All kicks must begin with a hand toss such that the footbag is in the air prior to the kick. The footbag must be completely separated from the hand and shoe prior to contact and must be struck prior to contact with the ground.⁹

403.02. **Teeing Off** Play will begin on each hole by the player kicking from the teeing area. All kicks must be started with a hand toss. The player's supporting point closest to the hole at the time of the kick must be placed within a six-foot-square tee box.¹⁰ Teeing off improperly constitutes a stance violation, and will be handled in accordance with section 403.04-C. Once a player has teed off, he must complete the hole.

403.03. **Marking the Lie**

A. General: After the tee-off, the kicked footbag must be left where it came to rest until a legal marker is placed on the ground between the hole and the footbag, touching the kicked footbag. (See Sections 403.04 and 403.05 on placing the marker when the kicked footbag is not playable.) The marker may not be moved until the kick is completed.

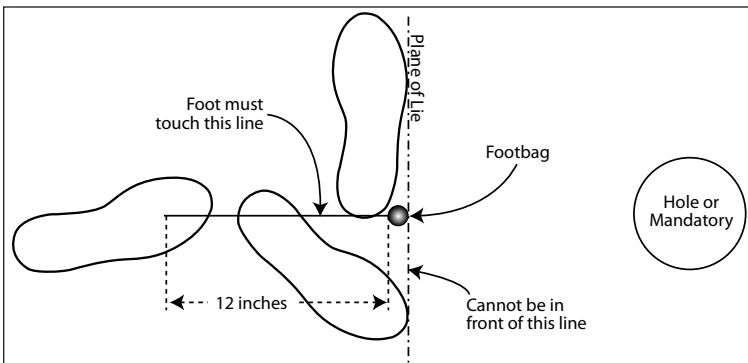
B. Violations: A warning will be given by two or more players in the group, or by an official, for the first violation of this section during a round. A one-kick penalty will be assessed for each subsequent violation if observed by two or more players of the group or an official.

C. Breakage: If a kicked footbag should break and come to rest in more than one piece, the lie of the largest piece will be taken as the result of the kick.¹¹

403.04. **Stance**

A. General: During a kick while on the fairway, one of the player's supporting points (or foot) must be placed within 12" behind the lie marker and on the imaginary line running from the hole through the center of the marker. This is illustrated in Figure 8. When the footbag is kicked, no supporting point contact may be made with the marker or any other object closer to the hole than the rear edge of the marker. Stepping past the marker is permitted after the footbag is kicked, except when putting within the marked area of the green surrounding the hole.¹²

Figure 8 - Foot Placement for Fairway Drive



Allowed foot placement during a drive. The foot must contact an imaginary line extending 12 inches behind the footbag on a line drawn from the hole (or nearest mandatory) through the lie of the footbag. NOTE: for on-green putting, the 12-inch line does not exist, and the foot must be placed ON the lie, but not past it.

- B. Putting: Any kick from within the marked area of the green is considered a putt. During a kick on the green, the support foot must be placed directly on the lie of the footbag.¹³ A follow-through after a putt that causes the kicker to make any supporting-point contact closer to the hole than the rear edge of the marker constitutes a falling putt and is not allowed. The player must demonstrate full control of balance before advancing toward the hole.
- C. Violations: To be valid, a stance violation must be called within three seconds after the infraction. The call must be made by another member of the group, besides the kicker, or by an official. When the call is made by a player, it must subsequently be confirmed by at least one other player in the group, not excluding the kicker. A player will receive a warning for the first violation of a stance rule in the round. Subsequent violations of any type of stance rule in the same round will incur a one-kick penalty. All stance violations must be re-kicked prior to subsequent play by other members of the group. Stance violations occurring outside the greens area must be re-kicked from the original lie. Unsuccessful putts within the marked area of the green will be re-kicked from where the footbag comes to rest after the stance violation occurred.

403.05. *Relief*

- A. General: Obstacles to a player's stance or kicking motion that are permanent, or integral parts of the course cannot be moved or bent or in any way altered by the player to facilitate the kick, except as to allow the player to take a legal stance on the lie. When playing the lie, the player must choose a stance that will result in the least movement of any part of the obstacle between the lie and the hole.
- B. Non-permanent Obstacles: Relief may be obtained from non-permanent obstacles to a player's stance or kicking motion. Non-permanent obstacles are things such as: casual water or mud, loose leaves, broken branches no longer connected to a tree, other player's equipment, moveable trash cans, motor vehicles, harmful insects or animals, and spectators who prevent safe play. In situations where the permanent or fixed nature of an obstacle is unclear, it will be determined by an official. Prior to the start of a round, the tournament director may designate non-permanent areas from which relief may be obtained.
- C. Procedure: To obtain relief, the player must first attempt to remove the obstacle. If this is impractical, the lie may be relocated to the nearest playable lie, no closer to the hole (unless that is the only alternative to avoid an out-of-bounds area), and not more than 16 feet (5 meters) from the original lie, as agreed to by a majority of the group or an official.
- D. Violations: Violation of this section will result in a one-kick penalty, if observed by two or more players of the group or an official. If, in violating this section, a player consciously damages anything on the course, the player will incur a two-kick penalty if observed by two or more players of the group or an official. The player may be disqualified from the tournament, in accordance with section 404.05, if the director deems the actions serious enough.

403.06. *Unsafe Lie* A player may declare a lie to be unsafe and ask that it be relocated to a new playable lie within 16 feet (five meters) of the unsafe lie, with a one-kick penalty. If the player decides that there is no suitable lie within 16 feet (five meters) of the unsafe lie, the player may relocate the lie to a suitable lie on the fairway, and take a two-kick penalty. In either case, the new lie may be no closer to the hole than the unsafe lie.

403.07. *Interference*

- A. General: A kicked footbag that hits another player, spectator, or animal will either be played where it comes to rest, or if it is deflected out-of-bounds or was caught and thrown, marked as close as possible to the point of contact, as determined by a majority of the group or an official. Players should not stand or leave their equipment where interference with the flight or path of a footbag could easily occur. The away player may require other players to mark their lie or move their equipment before making a kick if the player believes that either could interfere with the kick.¹⁴ If a footbag at rest or a marker is moved, the footbag or marker will be replaced as close as possible to the original lie, as determined by a majority of the group or an official, with these exceptions: a footbag that rests in an out-of-bounds area or is in a lie above ground shall be marked from its new location if it is moved by an outside agent, such as the wind or a competitively kicked footbag.
- B. Violations: Any player who consciously alters the course of a kicked footbag, or consciously moves a kicked footbag at rest or a marker, other than by the action of a competitively kicked footbag, will receive a two-kick penalty if observed by any two players of the group or an official.

403.08. *Lie Above Ground*

- A. Below One Foot: If a footbag comes to rest above the ground but below one foot in a tree or another object on the course, its lie will be marked on the ground directly below it. If the point directly below the lie, above ground, is an out-of-bounds area, the lie will be declared out-of-bounds and marked and penalized in accordance with section 403.09. If some other reason prevents the lie from being marked directly below the footbag, the lie will be marked as close as possible behind the point directly below the footbag on the imaginary line through this point and the hole.
- B. Above One Foot: If a footbag comes to rest above one foot, as measured from the lowest point of the footbag to the ground directly below it, the kicker will be assessed a one-kick penalty. The player shall proceed from a lie marked in accordance with section 403.08-A. If the footbag falls, unassisted by a player or spectator, to a position less than one foot above the ground before the player arrives at the lie, after taking a reasonable time to do so, no penalty will be incurred.
- C. Tampering: If a footbag in a questionable lie above ground is moved by any player prior to a determination of its one foot status by a majority of the group or an official, that player will receive a two-kick penalty. The footbag will be assumed to have been below one foot and will be marked in accordance with rules 403.08-A and 403.07-B.

403.09. *Out-of-Bounds*

- A. General: A footbag will be considered out-of-bounds only when the out-of-bounds area can be clearly seen between the edge of the footbag and the in-bounds line at the time the player arrives at the footbag or the point where it was last in-bounds, after taking a reasonable time to do so.
- B. Penalty: A player whose footbag has come to rest out-of-bounds will incur a one-kick penalty. The footbag will then be brought in-bounds to a playable lie at the point where it left the in-bounds area, as determined by a majority of the group or an official. If the in-bounds status of a lie is questionable, either a majority of the group or an official shall make the determination.
- C. Tampering: If a questionable lie is picked up by any player prior to such a determination, that player will receive a two-kick penalty. The footbag will be assumed

to have been in-bounds and will be marked in accordance with section 403.07-A.

403.10. *Playing the Wrong Lie*

- A. General: When one player's lie is played by another player, play must stop and the offending player must immediately attempt to locate the player whose lie was wrongly played. The group will stand aside and allow other groups to play through while the player is located and the offending player assists in locating the correct lie.
- B. Correction: If the mistake can be corrected before the offending player finishes the hole, the offending player will resume play from his correct lie. Each kick made from the incorrect lie prior to the discovery of the error will be counted as a practice kick and added to the offending player's score. In addition, the offending player will incur a two-kick penalty.
- C. Resolution: The player whose lie was incorrectly used will be given a playable lie as close to the original lie as possible, as determined by a majority of his group or an official. If the incorrectly used lie is discovered to be a footbag that has already been declared a lost footbag by a prior group, then the player whose footbag was lost will not be allowed to replay from the lie.

403.11. *Lost Footbag*

- A. General: A footbag will be declared lost if the player cannot locate it within two minutes after arriving at the spot where it was last seen. Two players or an official must note when the timing of the two minutes begins. All players of the group must, upon request, assist in searching for the footbag for the full two minutes before the footbag is declared lost.
- B. Resolution: If a footbag is declared lost, a marker will be placed on a playable lie, nearest the spot where the footbag was last seen, as agreed to by a majority of the group or an official. A one-kick penalty will be assessed. If a footbag that was declared lost is discovered, prior to the official posting of scores for that round, to have been incorrectly played by another player, the offended player will be entitled to replay the footbag from its correct lie in accordance with section 403.10-C. If the player elects to replay from the correct lie, it must be witnessed by at least two players of the group or an official. The player may not re-tee the hole and no other holes may be replayed. The player's score for the hole will then consist of any kicks and penalties prior to the footbag becoming lost plus those made by the player while replaying. Regardless of the player's previous score on the hole, the new score must stand.

403.12. *Mandatory Dog-Leg*

- A. General: If a hole has a mandatory dog-leg, the footbag must be kicked past the dog-leg to the correct side, as indicated on the tee sign or at the dog-leg, before the player may complete the hole. All progress toward the hole must play around the dog-leg in the designated direction. If the footbag should pass a dog-leg on the incorrect side, the player must kick the footbag back to "unwind", in order to pass to the correct side.
- B. Lie Marking: When marking the lie, if an imaginary straight line from the lie to the hole does not pass to the correct side of the dog-leg, then the dog-leg object shall be considered to be the hole for the application of all stance and marker rules.
- C. Sighting: A footbag passing above the height of the mandatory is considered good if two or more players judge it to have passed to the correct side of the imaginary line projecting up from the center of the mandatory.¹⁵

403.13. **Roll-ups** A kick from outside the green area is considered good if it comes to rest on the 18-inch-diameter base of the hole. It is okay for the footbag to bounce or roll onto the base in this case. Putts from within the green area must travel by air into the hole; the base does not count in this case. ¹⁶

404. Tournament Procedures

404.01. *Special Conditions*

Rules governing special conditions that may exist on the course will be clearly defined and explained to the players prior to the start of the tournament. No rules may be stipulated that conflict with the IFC Rulebook.

404.02. *Beginning Play*

- A. General: At a scheduled time, scorecards shall be distributed to the players listed first on each tee-off hole. After the cards have been distributed, groups shall be given adequate time to reach their assigned tees.
- B. Signal: A loud noisemaker, such as an air horn, is to be used to indicate that there are two minutes remaining until tee-off. This signal shall be a series of short blasts. At this time, players are to end practice and move promptly to their tee areas. An extended blast of the noisemaker begins the round and signals the scorekeepers to call the kicking orders.
- C. Late Arrival: If a player is not present to kick when called, the scorekeeper shall allow 30 seconds. If the player has not kicked by then, a score of par plus three is to be entered for that hole. This procedure continues on any subsequent tee-offs for which a player is absent. No holes will be replayed.
- D. Failure to Appear: If a complete round is missed, the player will be disqualified in accordance with section 404.05.
- E. Finishing a Hole: Once a player has teed off, at any hole, the player must complete that hole prior to teeing off at a subsequent hole.

404.03. *Scoring*

- A. General: After each hole is completed, the scorekeeper will call out each player's name in the order it appears on the scorecard. The called player will answer with the score in a voice that is audible to all players of the group and to the scorekeeper. The scorekeeper will record that score and read it back, in a voice that is audible to all players of the group.
- B. Notations: Warnings and penalties given to a player for a rule infraction should be noted on the scorecard, indicating rule number violation and on which hole it occurred.
- C. Disagreements: If there is any disagreement about the score a player reports, the group must review the hole and attempt to refresh the player's memory. If this is not possible, the players will call for an official and stand aside to allow following groups to play through. The official will make the ruling based on the rules and the consensus of the group. Play by the group may not resume until the dispute is settled. The ruling by the official is final and the score will be entered on the scorecard and signed by the official.
- D. Verification: At the end of the round, all players and the scorekeeper will sign their scorecard(s) indicating that all players and the scorekeeper attest to the accuracy of the scores on each hole and the total scores. However, total scores are not official until posted by the tournament director.
- E. Adjustment: If all the players in the group agree that a score was recorded in error, the

score may be changed prior to the scorecard being turned in. After the card is turned in, the score will stand with no appeal. If it is subsequently determined that a score for a hole or a total score was incorrectly recorded, the director shall:

1. require the affected player's score to stand if the error resulted in a higher score; or,
 2. add three penalty strokes to the correct score for each erroneous stroke in the player's favor.
- F. **Scorekeeping:** Players of the group shall rotate the scorekeeping responsibility proportionally. The first player listed on the card is responsible for picking up the scorecard(s) prior to the start of the round, and is the first scorekeeper. All players are responsible for returning their scorecards within 15 minutes after the completion of a round. Failure to do so will result in an automatic six-kick penalty.
- G. **Penalties:** A penalty may be assessed at whatever time the infraction is discovered and up until, but not after, the posting of the official scores by the director, with these exceptions: penalties for playing the course incorrectly or for playing from the wrong lie may be assessed retroactively at any time prior to the completion of the tournament.

404.04. Rain or Hazardous Conditions

- A. **General:** If, in the opinion of the director, excessive rain or hazardous conditions exist that make it impractical or dangerous to continue play, the round will be stopped. The signal to stop will be the same as the signal to start. Players should immediately stop play and return to the first tee, clubhouse, or area designated by the director. The hole being played when the signal to stop was given will be replayed when the round resumes unless all players of the group had completed the hole.
- B. **Breaks:** The director may allow players to take a break while waiting for weather to improve, but must require players to return each hour on the hour until play resumes or until the round is postponed.
- C. **Postponement:** The director may postpone the incomplete portion of the round for a later date if the conditions do not improve within two hours, or if darkness will fall prior to the projected finish time. Partial round scores will be carried forward to the completion of the round whenever the round is resumed.
- D. **Penalties:** Players who stop playing before a signal to stop has been given will receive a two-kick penalty, in addition to playing the holes, for each hole they fall behind the players that continue play until correctly halted by the director. The director shall use the average number of holes completed by the groups that continued to play to determine how many holes the players who stopped prematurely had fallen behind. The minimum penalty to be assessed for premature stoppage shall be two kicks.

404.05. Disqualification and Suspension

- A. **General:** A player may be disqualified by the tournament director only, possibly with forfeiture of any prize money and/or no refund of entry fees, at the discretion of the director, for meeting any of the necessary conditions of disqualification as set forth elsewhere within the rules, or for any of the following:
1. Unsportsmanlike conduct, detrimental to the image and future of the sport, such as: loud cursing, throwing things in anger, or overt rudeness to anyone present;
 2. Willful and overt destruction or abuse of plant life, course hardware, or any other property considered part of the golf course or the park;
 3. Any willful attempt to circumvent the rules of play.¹⁷

404.06. *Grouping and Sectioning*

- A. General: All players will be randomly grouped or seeded for the first round and grouped by cumulative score for each round thereafter.
- B. Divisions: Novice and intermediate division competitors will be segregated from open division players.¹⁸ Exceptions may only be made to avoid groups of less than three players.
- C. Groups: Groups shall not be less than three players, except under special extenuating circumstances, as deemed necessary by the tournament director, to promote fairness. In cases where fewer than three players are required to play together, an official is required to accompany the group and may play as long as this does not interfere with the competing players.
- D. Sections: When there are more entrants than can play together in one round, the field of competitors may be split into sections. These sections shall be seeded (i.e., each section should have an equal number of top players and average players).
- E. Advancement: If conditions differentially affect play among seeded sections, the director may consider using a sectioning procedure for cut and advancement. Under this procedure, a proportionate number of advancing players are taken from each section by score and the scores are not carried forward. If a cut is made, it shall be done to a number that allows all advancing players to play at the same time.

404.07. *Ties*

- A. General: If there is a tie at the level of a cut, all players at that level shall make the cut.
- B. Tie breaking: Between rounds when the groups are being reset, tied positions shall be broken by the following method: the player with the lowest previous round shall have the highest ranking when the scorecards or positions are reset. Final score ties in prize-winning places must be broken by sudden death play. Final ties for other ranks shall be officially recorded as ties. Sudden death play will begin with hole number one unless a different hole is designated by the director prior to the start of the tournament.

405. **Glossary**

Away Player: The player whose lie is farthest from the hole and who shall kick next.

Casual Water: A body of water that has not been specifically designated as an out-of-bounds area by the tournament director prior to the start of the round.

Fairway: The in-bounds path or field over which a player kicks while advancing from the tee to the hole.

Hole: The target that must be reached in order to complete that segment of the course. The term "hole" may also be used to describe the tee and fairway that lead to the target.

Kick: Any action, intentional or not, by a player that propels a footbag and causes it to change its position from the tee or from the lie.

Lie: The spot on the ground over which a kicked footbag has come to rest, and upon which the player takes his stance for the next kick.

Lie (Playable): A lie from which the footbag may be played according to the rules.

Lie (Unsafe): A lie from which a player decides that obstacles to the stance or kicking motion make it impractical or unsafe to attempt a kick. The lie is relocated with a one-stroke penalty.

Mandatory Dog-Leg: A restriction to the flight or path of the footbag, requiring that the footbag pass around a certain object on its way to the hole.

Marker: An item that is placed on the ground touching a footbag at rest to mark the location of the lie.

Obstacle: Any feature of the course that may impede a player's stance or kicking motion.

Official: A person who is authorized by IFPA or IFC to make judgments regarding the proper application of the rules during play.

Out-of-Bounds: A bounded area designated by the tournament director (prior to the start of play) beyond which a footbag may not be played. The boundary is defined by a vertical plane above a clearly marked line on the ground.

Penalty kick: A kick added to a player's score for violating a rule, or for relocation of a lie, as called for by that rule.

Practice kick: During a round, the projection of a footbag with the foot or knee, intentional or not, which does not change the player's lie, either because it did not occur from the tee or the lie, or because the player had already kicked competitively from the tee or the lie.

Putt: Any kick from within the marked greens area is considered a putt.

Putt (Falling): A putt after which a player touches any object beyond the lie, including the ground, before having demonstrated full control of balance.

Relief: A change made to the player's lie, such that a non-permanent obstacle is removed from the vicinity, or when that is impractical, by moving the lie away from the obstacle in accordance with section 403.04-C.

Supporting Point: During a kick, any part of a player's body that is in contact with the ground or some other object capable of providing support, will be considered a supporting point.

Warning: Where prescribed by a rule, the initial advisement a player is given for violating that rule, making him vulnerable to receiving a penalty for subsequent violations of that rule within the same round.

Footnotes - Footbag Golf Section

- ¹ 1991-1992 - deleted "undue danger" clause.
- ² 1995 - 401.02A - moved specific footbag weight/dimension specifications to general.
- ³ 1995 - 401.02C - broadened definition of practice shot to include tossing or rolling footbags or other objects to test course conditions.
- ⁴ 1991-1992 - 402.01B former rule - increased maximum weight limit to 60 grams from 50.
- ⁵ 1991-1992 - 402.01-C - deleted "illegal footbag" penalty.
- ⁶ 1997 - 402.04 - moved sections from 403.13 that helped define greens, including minor wording to generalize.
- ⁷ 1991-1992 - 402, former 403.03 B, changed to measure distance from center of hole, not edge of base, former 403.12-A - added rule allowing tournament director to define green areas with a minimum of 20 feet and maximum of 50 feet from the hole, former 403.12-C added requirement for outline of green area to go with variable green size.
- ⁸ 1991-1992 - 402.03C, former 402.03 D - added requirement for level greens.
- ⁹ 1995 - 403.01 - added specific "Legal Kick" section to clarify the issue; the footbag must be airborne for a moment after the hand toss and before contact with the kicking surface.
- ¹⁰ 1993 - 403.01 - changed tee-off area to 6x6 foot box.
- ¹¹ 1991-1992 - 403.03 C - reworded for clarity.
- ¹² 1993 - clarified stance rule with figure showing foot placement.
- ¹³ 1995 - 403.05-B - put "foot placement ON lie on green" back, correcting earlier misprint.
- ¹⁴ 1993 - former 401.01- wording change on obstructing the away player.
- ¹⁵ 1991-1992 403.12-C, former 403.11-C - added allowance for going over the top of a mandatory
- ¹⁶ 1997 - 403.13 - moved all points to 402.04, except for roll-up specific information, and former 403.12 - B added rule allowing roll-ups from outside the green and into the base of the hole to count.
- ¹⁷ 1994 - ~~404.05~~ - deleted, as reference to drug/alcohol abuse was redundant, and destructive behavior moved to general section (Article 1).
- ¹⁸ 2004 - wording change to reflect divisions in Section 1.

ARTICLE V- Footbag Freestyle

Comment: Footbag Freestyle is the artistic expression of footbag skills. Competitors perform with music, incorporating difficulty and style in a visually appealing routine. The routines are typically judged by fellow competitors because of the high level of expertise required to make an evaluation. Judging any artistic form always involves some degree of subjectivity on the part of the judges. One judging system presented in these rules attempts to objectify certain aspects of the routines, including difficulty and execution; the other relies more on judges to evaluate the relative merit of performances. As the sport matures and judges gain experience, the criteria for a “good routine” also evolve, so these rules should be taken as guidelines. The success of footbag freestyle as a sport depends on the spirit of fairness of the competitors, and the willingness of the competitors themselves to objectively judge each other.

Outline of Contents

- 501. Interpretation
- 502. Field of Play
 - 502.01. General
 - 502.02. Spectator Safety
- 503. Equipment
 - 503.01. Footbags
 - 503.02. Uniforms
 - 503.03. Audio Equipment
 - 503.04. Live Music
 - 503.05. Aids and Props
- 504. Rules of Play
 - 504.01. Play
 - 504.02. Timing of Performances
 - A. Time Limits
 - B. Start of Timer
 - 504.03. Judging Systems
- 505. Formula-Based Judging System
 - 505.01. Judges
 - A. Drop Counter (one)
 - B. Contacts Counter (one)
 - C. Add Counter (one or two)
 - D. Presentation Judges
 - E. Composition Judges (three to five)
 - F. Doubles Judges (three to five, during doubles routines only)
 - G. Head Judge
 - H. Multiple Assignments

- 505.02. Scoring Tabulation
 - A. Drop Score
 - B. Difficulty Score
 - C. Presentation Score
 - D. Composition Score
 - E. Doubles Score (if applicable)
 - F. Total Score
- 505.03. Software Support
- 506. Ranked-Component Judging System
 - 506.01. Judges
 - A. Presentation (3 to 5)
 - B. Difficulty (3 to 5)
 - C. Execution (3 to 5)
 - 506.02. Scoring Players
 - 506.03. Tabulating Scores
 - A. Resolving Ties
- 507. Tournament Procedures
 - 507.01. Pool Format
 - 507.02. Pool Seeding
 - A. Ranked Order
 - B. Random Order
 - 507.03. Judging Assignments
 - A. General
 - B. Judging Rotation
 - 507.04. Mixing Categories
 - 507.05. Final Results
- 508. Timed Technical Variety Competition (Shred Event)¹
- 509. Glossary
- 510. Well Known Moves
- 510. Example of Ranked-Component Judging Scoresheet
 - 510.01. Procedure
- 512. Phat Trick Event

501. Interpretation The ultimate interpretation of the letter and spirit of the following rules shall be the responsibility of the tournament director and/or the head judge of the event.

502. Field of Play

502.01. **General** The playing area may be of any surface (e.g., grass or wood floors) that is level and free of obstructions and holes, and that affords reasonable player safety. The playing area should be a circle approximately 40 feet in diameter. Indoor areas are acceptable if they have sufficient overhead clearance; 20 feet is recommended.

502.02. **Spectator Safety** The playing area should be well-marked with ropes or other means to ensure the safety of the spectators and to prevent interference with the routines.

503. Equipment

503.01. **Footbags** A player or team may use one or more footbags which must fall within the specifications set forth in Article 1, Section 107.01.² If more than one footbag is used, the footbags need not be similar or identical. Tournament officials, including judges, have the right to inspect a player's footbags immediately before or after their freestyle routine in order to determine the characteristics of the footbag.

503.02. **Uniforms** Doubles teams are not required to wear a uniform, although uniforms are recommended for best presentation of the routines.

503.03. **Audio Equipment** Audio equipment, with the ability to replay taped or recorded music at a sufficient decibel range to enable the players, judges and spectators to comfortably hear said music, shall be provided.

503.04. **Live Music** Players are allowed to play to live accompaniment as long as all judges are aware that the accompaniment is live before the routine starts.³

503.05. **Aids and Props** Players may include various aids or props in their routines, only if these aids or props do not pose any possibility of danger or harm to any players, judges or spectators. These aids and props should not be a substantial part of the routine, and must be approved by the tournament director, who shall have absolute discretion to deny inclusion.

504. Rules of Play

504.01. **Play** Freestyle is performed individually (singles) or in doubles. Routines are presented to music and judged on the basis of their presentation, technical composition, difficulty, and drop count.⁴

504.02. Timing of Performances

A. Time Limits: Singles routines are allowed a maximum of 2 minutes. Doubles routines are allowed a maximum of 3 minutes. Minimum times may be set by the tournament director.⁵

B. Start of Timer: The timer for a player's performance will start with the first motion of the competitor, not the first sound of the music.⁶

504.03. **Judging Systems** There are two primary judging systems; a formula-based judging system and a ranked-component judging system. These or other judging systems are chosen at the tournament director's discretion.

505. Formula-Based Judging System

505.01. **Judges** A panel of judges evaluates each routine. The judges are composed of other competitors, either those from other pools, or those who have been eliminated during previous rounds of play. The tournament director will draw up the judging assignments based on the entered competitors, and players are encouraged to cooperate so the event runs quickly. The judges are organized as follows:

- A. Drop counter (one): Each time the footbag contacts the ground or the player makes a saving hand catch, one drop is counted.⁷
- B. Contacts counter (one): Each contact made as part of a “move” is counted. Basic kicks are not counted by the contacts counter. The point of counting add contacts is to compute a ratio of adds to contacts, which is used to determine the degree of difficulty of the routine. The higher the ratio, the more difficult the moves made by the player.
- C. Add counter (one or two): An “add” refers to adding features to a basic kick to increase its difficulty and originality. There are 5 categories of adds, and a move may involve more than one kind of add. For examples, refer to the Section on Well Known Moves at the end of Section 510.

The add categories are:

1. Delay: Catching, trapping, or stalling the footbag with any part of the lower body (e.g. legs, feet and lap).
2. Dexterity: Circling or crossing the path of the footbag in flight with a foot or leg, carrying the footbag (either along a path, as in “pendulum” or “rake” or around the support leg, as in “wrap”), and jumping over the footbag as it is delayed on the other foot.⁸
3. Body: Spinning within or before a move, contacting the footbag in the air (i.e. “flyers”), performing a “paradox” motion (double momentum change, see 508), and performing a non-plant (“symposium”) dexterity move (see 508) between moves and moves made in the air.⁹
4. Cross-Body: Contacting the footbag on the left side of the body with the right foot, and vice versa, where the active foot is crossed behind the support leg during the move.¹⁰
5. Unusual Surface: Contacting the footbag with a surface other than one of the basic kicking surfaces, which are the inside, outside, toe, and knee. Examples of unusual surfaces include the tip of the toe, heel, calf, shin, back of the knee, and any part of the upper body.¹¹
6. Doubles “Co-Op”: In doubles competition only, one additional add is awarded for the following cooperative activities:
 - a) When two players perform the same move in perfect synchrony (i.e. “mirroring”) – one add total is given for the synch, not two:
 - b) When an add-value move is performed by one partner from an add-value set by the other partner (this has been called “add to add pass”);
 - c) When any move is performed by one player while the other player is presenting an obstacle (such as a leg) – this is commonly referred to as “hooping.” Note: hooping is not a dexterity; it is a “co-op.”¹²
- D. Presentation judges (three to five): The presentation judges evaluate the competitors in five categories:

1. Music and Movement: Considers the relationship between the player(s) and the music, including the timing of moves and music, the rhythm of the routine, and the start and finish of the routine.
2. Floor, Planes & Travel: Considers the use of the floor area and the use of different kicking planes.
3. General Form: Considers the flow and confidence of the player(s).
4. Distribution & Linking: Considers the linking of moves together into combinations and the distribution of moves among the add categories.
5. Personality & Originality: Considers the players' appeal to the audience and the artistic impression, including style and originality.
- E. Composition Judges (three to five): There are judges for each of the add categories: delay, dexterity, body, cross-body, and unusual surface. The technical composition judges evaluate a player's variety in a category. Judges award 1/10th of a point for each unique move that satisfies the criteria for the category.¹³
 1. Doubles Composition: In doubles competition, composition scores are for team, not for individuals. Example: a unique add-value move performed by one team-member is a unique move for the team – if the other player does the same move (on the same side of the body), it is not a second unique move. When the team is performing cooperative moves however, each unique combination of the 2-body, 4-legged freestyle team is considered a unique move.¹⁴
- F. Doubles Judges (three to five, during doubles routines only): The doubles judges evaluate the doubles routines in 5 areas:
 1. Equal Work: Considers the balance of work done between the players in a team.
 2. Unity & Cooperation: Considers the use of "co-ops", or team moves, as opposed to individual moves.
 3. Pass Difficulty: Considers the difficulty of passes between players, including adds by the passer and adds by the receiver.
 4. Pass Variety: Considers the variety of passes and exchanges made.
 5. Formations: Considers the variety of formations in the routine.
- G. Head Judge: The head judge's duties are:
 1. Monitor the overall judging process, ensuring that all other judges are present and ready to score each routine;
 2. Watch all routines in the pool;
 3. Ensure that the presentation and doubles judges are within their allowed range (see 504.04-C and -E) and provide arbitration and possibly score rejection or modification if judges are having difficulty giving scores that are within the allowed range; and
 4. Be the official point of contact for players who want to follow up on their scores from that round, and/or raise a dispute (players are not to dispute scores with, or otherwise communicate with the other judges during the round).¹⁵
- H. Multiple Assignments: At the tournament director's discretion, in order to reduce the number of judges required, a judge can take two judging assignments (e.g., one composition category and one choreography scoring sheet). The head judge can take one regular judging assignment.

505.02. Scoring Tabulation A score is composed of 4 parts in singles, and 5 parts in doubles.

A. Drop score: 5 points minus 1/4 point per drop (1/8 per slop). A saving hand-catch counts as one drop. A routine with 20 drops receives no drop score, and a dropleless routine gets 5 points.¹⁶

B. Difficulty score: 5 points maximum, obtained from the following formula:

1. Difficulty = (Adds X Multiplier) + (Adds / Contacts)

2. Multiplier = 0.0100 for Singles

3. Multiplier = 0.0067 for Team

For example, a singles routine with 87 adds and 54 contacts: Example score = $(87 \times 0.01) + (87 / 54) = 2.48$

C. Presentation Score: A maximum of 10 points. Each judge gives up to 2 points in each of the 5 categories described above, for a total of 10 points. A player's final presentation score is obtained by averaging the scores of all the presentation judges. All presentation judges must agree within 1.5 points on the score for each player or team.¹⁷ For example, if the highest score for a player is 7.3, then the lowest score for a player must be at least 5.8. The head judge is responsible for getting the presentation judges within the allowed scoring range. D. Composition score: A maximum of 10 points. A score of 1 point is awarded for each unique move that contains an add in each category. The Delay category is worth up to 3 points; the Dexterity, Cross-Body, and Body categories are each worth up to 2 points; and the Unusual Surface category is worth up to 1 point for a total of 10. Traditionally, a composition judge evaluates only 1 category, and the results of all judges are summed to obtain a player's composition score.¹⁸

E. Doubles Score (if applicable): A maximum of 10 points. Each judge gives up to 2 points in each of the 5 categories described above, for a total of 10 points. A team's final doubles score is obtained by averaging the scores of all the doubles judges. All doubles judges must agree within 2 points on the score for each team. In the final round, agreement must be within 1.5 points. The head judge is responsible for having doubles judges give scores that agree within the allowed scoring range.

F. Total Score: A maximum of 5 (drops) + 5 (difficulty) + 10 (composition) + 10 (presentation), or 30 points. Team totals include an additional 10 points for the doubles score.

505.03. Software Support A Macintosh HyperCard® application is freely available for use in tabulating freestyle results. Inquire with the IFC. On-line software for footbag competition support is available at <http://www.footbag.org/software.html>. More software is under development.

506. Ranked-Component Judging System¹⁹

506.01. Judges A panel of judges evaluates each routine. The judges are composed of other competitors, either those from other pools, or those who have been eliminated during previous rounds of play. The tournament director will draw up the judging assignments based on the entered competitors, and players are encouraged to cooperate so the event runs quickly. The judges are organized as follows:

A. Presentation (3 to 5): Presentation judges will evaluate the competitors in the following four categories:

1. Artistic Expression: Considers choreography, use of co-ops (for doubles), use of music, and the judge's overall impression of the routine.

2. **Variety:** Considers the range of possibilities of skills and combinations demonstrated by the players in each component of a move and/or combination of moves.
 3. **Use of Elements:** Considers use of space, time, environment, and music.
 4. **Originality:** Considers creativity and new ideas.
- B. **Difficulty (3 to 5):** Estimations of difficulty should primarily consider the relative risk of the moves attempted. That is, to what degree has the routine included techniques of play that other players in the contest would have difficulty completing without incurring execution deductions? Additionally, credit must be given for the difficulty of combining moves. The relative risk of a combination is greater than the total risk of all component moves.
- C. **Execution (3 to 5):** Estimates of execution quality involve the amount of deviation from a flawless technique. Serious errors such as drops, wild kicks, stumbling or other major, unplanned breaks in play obviously detract from high-quality execution. More minor errors such as hesitation, awkward movement, resetting stalls, or loss of balance should also be considered.

506.02. **Scoring Players** Judges should give full, sincere attention to each routine being judged, ranking competitors relative to each other for the pool and factor being judged; with 1 being best, 2 being second best, etc. Guidelines to follow are:

1. Read the explanation of the aspects of play you are expected to judge.
2. Keep appropriate notes about each routine on your worksheet. Use any method of note taking you wish, but be consistent.
3. Focus only on the assigned evaluation factor.
4. Be aware of your potential biases, and evaluate competitors as fairly as possible.
5. Review notes and give full consideration to all routines after all competitors have finished.

506.03. **Tabulating Scores** Each judge's score for each routine should be added together. The lowest total score takes first, the second lowest score takes second, and so on.

A. **Resolving ties:** If total scores are identical, the team with the greatest number of 1st-place rankings is to have the highest final rank among tied teams. If 1st-place rankings are identical, the comparison moves down to 2nd-place rankings, and on down until the tie is resolved.

506.04 **Procedure** After taking notes and watching all performances, each judge should rank (1st, 2nd, 3rd, etc.) each player's/team's relative performance in the specific factor being judged. The rank numbers that all judges have given for each person/team should be added together. The lowest score takes first, and so on. Ties are resolved by awarding the higher place to the person/team who got more higher places.

Figure 9 - Formula Based Scorecards

IFPA Members can download these forms for free at: <http://www.footbag.org/scorecards>



Figure 10: Ranked-Component Judging Worksheets

IFPA Members can download this form for free at: <http://www.footbag.org/scorecards>

The figure displays four overlapping freestyle scoring worksheets from IFPA. Each worksheet includes a title, a brief description of the scoring criteria, and a table for recording scores. The worksheets are:

- Freestyle Scoring Sheet - Composition:** Judges evaluate composition based on the bestman's form and the number of drops. The table has columns for Judges Names, Notes, Pool, Round, and Ranked Score.
- Freestyle Scoring Sheet - Presentation:** Judges evaluate presentation based on the bestman's form and the number of drops. The table has columns for Judges Names, Notes, Pool, Round, and Ranked Score.
- Freestyle Scoring Sheet - Drop Factor:** Judges evaluate drop factor based on the number of drops. The table has columns for Judges Names, Total Number of Drops, Pool, Round, and Ranking.
- Freestyle Scoring Tally Sheet:** A summary sheet for recording scores from all four components. It has columns for Pool, Round, and Total Score, with sub-columns for Composition, Presentation, Drop Factor, and Drop Factor.

507. Tournament Procedures

507.01. Pool Format Players are divided into pools, and each pool is judged separately.

Each pool consists of 4 to 8 players. In general, the top 4 of each preliminary pool advance to a qualifying round, and the top 2 of each qualifying pool advance to the final round. Recommended pool sizes are:

- 1-7 players: 1 pool, all advance to finals.
- 8-14 players: 2 pools, top 2 or 3 players from each pool advance to the final round of 4 or 6 players.
- 15-21 players: 3 pools, top 2 of each pool advance to finals, or top 4 of each pool advance to qualifying round of 12 players.
- 22-28 players: 4 pools, top 2 of each pool advance to finals, or top 4 of each pool advance to qualifying round of 16 players.
- 29-35 players: 5 pools, top 4 of each pool advance to qualifying round of 20 players.
- 36-47 players: 6 pools, top 4 of each pool advance to qualifying round of 24 players.

507.02. Pool Seeding

- Ranked Order:** Each pool is ranked from bottom to top, with the top-ranked player or team performing last in the pool. Seeding in the preliminary round is based on players' performance at previous events. Seeding in the qualifying and final rounds is based on the players' performance in the earlier rounds.

B. Random Order: At the tournament director's discretion, the competing order of any pool of competitors may be assigned by random draw.²⁰

507.03. *Judging Assignments*

- A. General: Each player is obliged to serve on the judging panels. Players who fail to show up for a judging assignment in the preliminary rounds will be scratched from the freestyle event. Players who fail to show for a judging assignment in the final round will be penalized at the tournament director's discretion. The pool and judging assignments should be made and announced at the same time so the event runs smoothly.
- B. Judging Rotation: Note that men's and women's pools can judge each other, so the total number of pools should be considered when organizing the event.
1. 2 pools: pool A is judged by pool B, and then pool B is judged by pool A.
 2. 3 pools: pool A is judged by pool C, then pool B is judged by pool A, and then pool C is judged by pool B (i.e. a particular pool will judge, rest, then kick).
 3. 4 pools: pool A is judged by pool C and pool B is judged by pool D. Players from pool A and pool B can alternate their performances to overlap judging and performing times. Pools C and D then perform and are judged by Pool A and B, respectively.
 4. 5 pools: organize 4 pools as described, then run one pool by itself.
 5. 6 pools: pools A and B are judged by pools E and F, pools C and D are judged by A and B, and pools E and F are judged by C and D. Players alternate from the two pools performing to allow judging overlap.

507.04. *Mixing Categories* Open, Women's Open, and Intermediate players may be mixed in a pool in order to facilitate judging.²¹ For example, there might be two pools, each composed of 2 intermediates, 2 women's open, and 4 open. These two pools can judge each other, but the players compete against only those in their own division.

507.05. *Final Results* The final results of a competition are based on the results in the final round. Scores from preliminary rounds are not accumulated towards the final score, although the preliminary results may be used for seeding the final round.

508. Timed Technical Variety Competition (Shred)

508.01. *Judges*

A panel of judges evaluates each routine. The judges are composed of players capable of interpreting unique tricks and add values, including the contestants themselves. The Event Director is responsible for drawing up the judging assignments based on the entered competitors, and players are encouraged to cooperate so the event runs quickly. While sometimes it is obvious to the trained eye without videotape verification, who the winner is, it is recommended that Videotape Verification (see 508.11) be implemented to ensure that each routine gets reviewed carefully. Scores must include at a minimum, a breakdown of "unique moves," "contacts" and "adds," as set forth in 508.03, 508.04 and 508.05 respectively. It is the responsibility of the Event Director to submit the most complete summary of results to IFPA for inclusion in the results database. Official "Shred" forms designed to make running a "Shred" event easier are available for free download by IFPA members at <http://www.ifpa.footbag.org/scorecards>.

508.02. *Time Limits* The official recommended time limit for this event is 30 seconds, however, it is ultimately the responsibility of the Event Director to determine the time limits. If multiple rounds of a timed shred event are offered, they must all have the same time limit. However, an Event Director may choose to offer different time

limits as different distinct events, or based on competitor category. For consistency in comparing results between multiple tournaments, a 30-second time limit is encouraged for all categories.

508.03 . Unique Moves Judges will count the number of unique moves in each performance that qualify based on the “Minimum” allowable move value set by the Event Director. When possible, Judges will write down every move completed in order and indicating where and if drops occurred. When every move is written down, the advantages are that the scores are completely accurate and from this single list, all other partial scores (adds, contacts, ratio and total score) as set forth in 508.04, 508.05, 508.06 can be calculated.

508.04. Adds An “add” refers to adding features to a basic kick to increase its difficulty and originality. There are 5 categories of adds, and a move may involve more than one kind of add. For examples, refer to Well Known Moves at the end of Section 510. Adds will not be counted for moves that do not qualify for the “Minimum” for the players category, but please note that the contact does count, which will reduce the total Ratio score and acts as a penalty for doing tricks below the Minimum.

508.05. Contacts Each contact made as part of a “move” is counted. Basic kicks are not counted by the contacts counter. The point of counting add contacts is to compute a ratio of adds to contacts, which is used to determine the degree of difficulty of the routine. The higher the ratio, the more difficult the moves made by the player. Attempted tricks, as well as tricks that do not qualify for the “Minimum,” will be counted as contacts, but not for adds.

508.06 Add/Contact Ratio The Add/Contact Ratio illustrates the average difficulty of tricks attempted during a performance. The Add/Contact Ratio is calculated by dividing the total number of Adds (as set forth in 508.04) by the number of Contacts (as set forth in 508.05). The resulting total is the Add/Contact Ratio.

508.07. Execution Drops do not count against the competitor except in the time it takes to recover.

508.08. Minimums Tournament directors will determine the minimum value of a freestyle move that can be considered for inclusion as a possible Unique Move (i.e. At 2003 World Footbag Championships, the Open Mens category used a Minimum of 3 add moves to be included as possible Unique Moves in the score, and the Open Womens category used a Minimum of 2 add moves that were counted towards Unique Moves).

508.09. Scoring Players

A. Judges will review, live or on videotape, in a quick and efficient manner, each players performance. Scores must include at a minimum, a breakdown of “unique moves,” “contacts” and “adds,” as set forth in 508.03, 508.04 and 508.05 respectively. When possible, a list of every move the player completed is the ideal way to submit your data. IFPA Official Scorecards are available for free to members, online at <http://www.ifpa.footbag.org/scorecards>.

508.10. Tabulating Scores

A. Divide the total number of Adds by the total number of contacts to get the Add/Contact Ratio.

B. Multiply the Add/Contact Ratio by the number of Unique Moves.

C. Add the raw Add score to the quantity (Ratio x Uniques) for the Total Score

508.11. Videotape Verification

Event Directors are responsible for determining whether live judging or videotape verification judging is necessary. It is recommended that if the Event Director chooses Videotape Verification, that he or she makes sure that a minimum of two camera angles are being recorded to ensure redundancy in the case of one camera malfunctioning or in the case of obstructed views.

508.11. **Submitting Scores**

Event directors will be responsible for keeping track of each players scores, including Adds, Contacts, and Uniques scores. Scores must include at a minimum, a breakdown of “unique moves,” “contacts” and “adds,” as set forth in 508.03, 508.04 and 508.05 respectively. When possible, a list of every move the player completed is the ideal way to submit your data.

It is a requirement of IFPA Sanctioning that the Event Director submit the most complete summary of results to IFPA for inclusion in the results database within thirty (30) days of the completion of the event.

509. **Glossary**

- Add:** Short for “addition.” A movement made in addition to a basic kick. Adds form the basis for determining a move’s difficulty. A move may involve more than one add (e.g. a delay and a dexterity add, or a flyer (body add) and a cross-body add).
- Body:** An add category that involves extra body motions during a move; typically a flyer or a spin.
- Add-Contact:** A contact of the footbag, either a kick or a delay, made while executing a move with at least one add. Basic kicks are not counted as contacts. **Cross-Body:** an add category that involves kicking on the opposite side of the body by reaching behind the support leg with the kicking or catching leg.
- Delay:** The act of catching or trapping the footbag as opposed to kicking or striking it. Delays are one category of adds.
- Dexterity:** An add category that involves moves like circling the footbag in flight with the foot (an “around-the-world”), carrying the footbag around the support leg (a “wrap”), or carrying the footbag behind you and over the head (a “pendulum”).
- Unique Move:** For the purpose of Composition Judging, a unique move is any move containing an add value whose add components are different from any other move done in that performance. Spin directions and leg direction in dexterity moves are considered different; moves coming from a different set are not unique unless that set forces another add component (i.e. body, in the case of “paradox” moves) to be added.
- Unusual Surface:** An add category that involves the use of a surface other than the normal inside, outside, toe, and knee surfaces. Examples include the tip of the toe, the heel, sole, shin, head, chest, and back.

510. **Well Known Moves**

Comment: This section lists many of the common footbag moves, giving their name, add count, add categories, and a description. Unfortunately, the explanation of the more complex moves may be incomprehensible if you haven’t already seen the move. Many more moves are possible. Experiment!

[Editors Note: There is a “living” document of footbag moves on the on-line footbag frequently-asked-questions page at <http://www.footbag.org/faq/>.]

Note, that the add count for a move counts the final delay of the move (if any) but not the delay (if any) involved in the set for the move. This convention ensures that sequences of linked moves are properly counted.

Toe Stall: 1 add (delay) Delay the footbag on the top of the toes of the foot.

Inside Stall: 1 add (delay) Delay the footbag on the inside surface of the foot.

Outside Stall: 1 add (delay) Delay the footbag on the outside surface of the foot.

Knee Stall: 1 add (delay) Delay the footbag on the knee.

Spin: 1 add (body) Spin around in between kicks.

Flying Outside: 1 add (body) Jump and kick with the outside surface of the foot.

Flying Inside: 1 add (body) Jump and kick with the inside surface of the foot.

Clipper Kick: 1 add (cross-body) An inside kick made with the kicking leg tucked behind the support leg (i.e., cross-body).

Sole Kick: 1 add (unusual surface) A kick made with the sole. Kick with the right foot on the right side of the body, pointing the knee down to get a flat sole.

Cloud Kick: 1 add (unusual surface) A kick made with the calf of the leg.

Forehead Stall: 1 add (unusual surface) Delay the footbag on the forehead. Note, this move is one add, and does not count in the delay category.

Neck Catch: 1 add (unusual surface) Catch the footbag behind the neck. Note, this move is one add, and does not count in the delay category.

Around the World Kick: 1 add (dexterity) Circle the footbag in between toe kicks.

Around the World Delay: 2 adds (dexterity, delay) Circle the footbag and catch it with a toe stall. The set can be a toe stall, inside stall, or kick. Remember that the set is not counted in the 2-add ranking of this move, but the last delay is.

Leg Over: 2 adds (dexterity, delay) pass the setting leg over the footbag and catch the footbag on an inside delay.

Mirage: 2 adds (dexterity, delay) Set from a toe stall, then circle the footbag with the support leg and catch with the setting foot. Circle the non-setting foot to the inside and below the footbag, then up, over, and back to the ground before catching with the setting foot.

Clipper Stall: 2 adds (cross-body, delay) a cross-body inside delay.

Hop Over: 2 adds (dexterity, delay) Holding an inside delay, jump over the suspended foot with the support leg, ending in a cross-body position.

Double-spin: 2 adds. (2 body). Two spins between moves.

Flying Clipper: 2 adds (body, cross-body) a flying cross-body inside kick.

Bent Knee Clipper: 2 adds. (body, cross-body) A flying cross-body inside kick, except the support leg is tucked under the kicking foot instead of extended as in the Flying Clipper.

Toe Clipper: 2 adds. (body, cross-body) A flying cross-body toe kick.

Knee Clipper: 2 adds. (body, cross-body) A flying cross-body knee kick.

Flapper: 2 adds (cross-body, unusual) A cross-body sole kick.

Dragon Fly Kick: 2 adds (body, dexterity) A flying inside-to-outside leg over. Jump with the support leg, then circle the footbag to the inside, then up, and over while making a Flying Inside kick.

Sole Stall: 2 adds (delay, unusual surface) Delay on the sole of the foot.

- Squeeze:** 2 adds (delay, unusual surface) Catch the footbag in the crook of the knee.
- Pendulum:** 2 adds (dexterity, delay) Toe delay that is carried directly behind and up, with the released footbag going over your head and landing in front of you.
- Rake:** 2 adds. (delay, dexterity) Reversal of a pendulum. A toe delay is made behind you and the footbag is carried forward.
- Wrap:** 2 adds. (delay, dexterity) An inside delay is carried around the support leg to a cross-body position.
- Walk-Over:** 1 add (delay) An inside delay in which the delaying foot is placed on the ground while the other foot steps over the delayed footbag.
- Probe:** 2-3 adds. ((body), cross-body, delay) A neck or shoulder catch that is dropped behind you to a cross-body inside delay. If the catch is blind, an additional body add is counted.
- Butterfly Kick:** 3 adds (dexterity, body, cross-body) A flying leg-over, cross-body inside kick. The non-kicking leg goes up and over the footbag while the support leg comes up into a cross-body inside kick.
- Butterfly:** 3 adds (dexterity, delay, cross-body) A leg-over to a cross-body delay. The support leg goes up, over, and lands to support a cross-body inside delay.
- Whirl:** 3 adds (dexterity, delay, cross-body) From a cross-body inside delay set, the support leg circles the set footbag from back to front, then lands to support a cross-body inside delay.
- Osis:** 3 adds (body, delay, cross-body) A spin into a cross-body inside delay. Set the footbag to the right of your body. Turn to the left so the footbag passes behind your back, bring the right foot up into position for a cross-body inside delay. Sink into the catch. Complete the turn in a cross-body delay position.
- Refraction:** 3 adds. (body, cross-body, delay) A spin, cross-body, to a delay. The footbag is set in front of the body, an inside delay is initiated, but a spin towards the support leg and a wrap-like carry brings the delay into a cross-body position. This is similar to an Osis.
- Double Around the World:** 3 adds (dexterity, dexterity, delay) From a toe delay, circle the footbag twice before catching it with a toe delay. Jump slightly with the support leg and point your toe down during the first circle to make it easier.
- Double-Leg-Over:** 3 adds. (2 dexterity, delay) After a toe set the support leg and the setting leg go over the footbag, and a toe delay finishes the move.
- Eclipse:** 3 adds. (delay, dexterity, body) A flying jump-over. An inside delay is performed in the air as the other leg jumps over the catching foot. Finish in a cross-body delay.
- Symposium Mirage:** 3 adds (body, dexterity, delay) Like a Mirage, except the setting and catching foot does not touch the ground as the support leg circles the footbag and lands to support the toe delay catch. "Symposium" is a term for moves where the setting /catching leg does not touch down during the dexterity move.²²
- Paradox Mirage:** 3 adds (body, dexterity, delay) like a Mirage, except the support leg circles the other direction, from the outside, over, and inside to the ground to support the toe delay catch. "Paradox" implies that the upper body's momentum must be reversed (twice) to perform the leg dexterity.²³
- Drifter:** 3 adds (dexterity, cross-body delay) From a toe delay set, circle the footbag with the support leg to the inside, up, over, and around into a cross-body delay.
- Torque:** 4 adds (dexterity, body, cross-body, delay) A Mirage into an Osis. From a cross-body set, the support leg goes up and over the footbag, initiating the spin into the cross-body delay, or Osis.

- Spinning Osis: 4 adds (body, body, cross-body, delay) A spin into the Osis.
- Butterfly Swirl: 4 adds (dexterity, dexterity, delay, cross-body) A hop-over inside around-the-world. From an inside delay, the support leg jumps over the footbag as the other foot completes an inside around-the-world. End in a cross-body inside delay.
- Spinning Butterfly Kick: 4 adds (body, dexterity, body, cross-body) Spin into a butterfly kick.
- Blur: 4 adds (dexterity, dexterity, dexterity, delay) From a cross-body inside delay, Mirage with the set leg, then Mirage Paradox, with the support leg, to a toe delay catch with the non-setting foot.
- Da Da Curve: 4 adds (dexterity, dexterity, cross-body, delay) From a cross-body inside delay set, the support leg does a leg-over from inside to out, the setting leg does a leg-over from outside-to-in, and the non-setting foot, which never touches the ground, catches the footbag on a cross-body inside delay.
- Whirling Swirl: 4 adds (dexterity, dexterity, cross-body, delay) From a cross-body inside delay, the support leg circles over the footbag from back to front as the other foot completes a cross-body inside around-the-world. End in a cross-body inside delay.
- Symposium Whirl: 4 adds (body, dexterity, cross-body, delay) Like a Whirl, except the setting foot does not touch down as the support leg circles the footbag and lands to support a cross-body delay by the setting foot.

Footnotes - Footbag Freestyle Section

- ¹ 2000 - voted to include Shred – 45 seconds: adds/contacts – unique moves + raw adds and Phat trick: small number of contacts – awaiting committee wording.
- ² 1995 – 503.01 Moved game-specific footbag weight/dimension specifications to general.
- ³ 1998 - rule change – Live music is explicitly allowed for freestyle routines, as long as it is made clear to all judges that the accompaniment is live before the routine begins. (prev. 503.04 incremented to 503.05).
- ⁴ 1996 - approved change from team freestyle to doubles freestyle, previous rule allowed teams with 2-3 players.
- ⁵ 1996 - change – changed team freestyle limits from 4 min. to 3 min.
- ⁶ 1999 - rule changed to start time from first motion of the competitor not the first sound of the music. 1995 504.02-B Changed to disallow “lead-in” time for freestyle performances; timer starts at first sound or motion of performance.
- ⁷ 1997 - 505.02-A – Deleted “slop” deduction (previously considered as 1/2 drop). Rule previously stated at 505.01A an unintentional upper-body contact, or “slop”, counts as one-half drop. Slops are to be considered by the presentation judge under general form.
- ⁸ Change between 6th and 8th ed.
- ⁹ 1997 - 505.01-C Reworded “body” definition to include “paradox” and “symposium” moves.
- ¹⁰ Change between 6th and 8th ed.
- ¹¹ Change between 6th and 8th ed.
- ¹² 1998 - change 505.01-C-6 – Definition of special “co-op” add category for doubles routines and criteria for awarding adds in that category.
- ¹³ 1994 - Composition judges now award 1/10th of a point for each unique move that satisfies the criteria for the category being judged.
- ¹⁴ 1998 - Added criteria for composition scoring for team routines, clarifying what should and should not be counted as a unique move in team routines. 505.02-D-1.
- ¹⁵ 1998 - change 505-01-G Head judge responsibilities expanded and more clearly defined. The head judge should be the only point of contact between a competitor and the judging panel.
- ¹⁶ 1997 - 505.02-A – Deleted “slop” deduction (previously considered as 1/2 drop).
- ¹⁷ 1994 - Reduced point spread allowed between presentation judges to 1.5 pts in all rounds (from 2.0 pts in preliminary rounds).
- ¹⁸ 1998 - Added criteria for composition scoring for team routines, clarifying what should and should not be counted as unique moves in team routines; 1996 505.02-D – Changed composition weights from 2 points per category (where each Unusual counted as .2) to 1 for all unique moves, with Unusual counting for 1 point, delays counting for 3 points, and other categories still counting as 2 points.
- ¹⁹ 1994 - Included simplified (ranked component) judging system in rules.
- ²⁰ 1994 - Pool competition order now includes the option for random draw.
- ²¹ Change from 6th to 8th
- ²² 1997 - defined “symposium” concept
- ²³ 1997 - defined “paradox” concept

www.footbag.org

The official website of the International Footbag Players Association

FREE REGISTRATION WITH FOOTBAG.ORG

Simply register with footbag.org to access these great FREE features:

- Discussion Forums - Moderated Footbag Topics
- Free Email Alias (your_username@footbag.org)
- Locate Footbag Clubs in your Area
- Locate other players in your area
- Free Online Photo and Video Storage

Not to mention, an amazing array of footbag information, hints, tips, rules, answers to frequently-asked questions, and much, much more.

Take the next step...

JOIN IFPA • \$10 Annual Dues • Tax Deductible* • www.footbag.org/join

- Qualify your next event for IFPA Sanctioning
-45 Day Notice Required
- List your event on footbag.org
- Compete in Open Competition at IFPA Sanctioned Events.
- Gain access to Footbag Teaching Curriculums, Tournament Guides, Official Scorecards and many other useful resources.

**as allowable by law*

International Footbag Players Association Membership Form

\$10 US - 1 Year Membership to IFPA \$ _____ Additional Donation

FIRST NAME

LAST NAME

ADDRESS

ADDRESS 2

CITY

STATE

ZIP

COUNTRY

EMAIL

MALE OR FEMALE

SIGNATURE (OR PARENT/GUARDIAN)

DATE

Please make as many copies of this membership form as needed before removing from rulebook. Be sure to enclose a check or money order and send it to: IFPA, 647 Fallon Avenue, Santa Clara, CA USA 95050. If you are not sure of international conversion rates, join online at: <http://www.footbag.org/ifpa/join> or contact our Treasurer, Julie Symons, at julie@footbag.org. The International Footbag Players' Association is a 501(c)(3) charitable non-profit corporation and your contribution beyond your membership fee is tax deductible as allowed by law.

Join IFPA

By joining IFPA, you are supporting the goals of an International organization dedicated to advancing the sport of footbag. As a member, you will receive special access to our flagship website, www.footbag.org, and many other benefits outlined on the other side of this cover. It's easy to join, just send in the form with your membership, and you will be showing your support for the sport of footbag!

The Purpose of IFPA is:

1. To promote and encourage the cooperative spirit of footbag games.
2. To promote footbag throughout the world and encourage the establishment of new footbag clubs and/or associations, advising them of footbag activities and general management.
3. To foster national and international competition.
4. To achieve acceptance of footbag as a legitimate competitive sport.
5. To provide a forum for the discussion of all aspects of play, and to arbitrate when conflicts arise.
6. To establish and uphold a tournament standard for all footbag competition worldwide.
7. Peace through play.

The Official Rules of Footbag Sports are available for free in html format at:
<http://ifc.footbag.org/contents.html>

For additional printed copies of
The Official Rules of Footbag Sports
Contact:

The World Footbag Association
P.O. Box 775208
Steamboat Springs, CO 80447
800-878-8797 • worldfootbag.com

IFPA Members can download
the complete PDF version of this
document for free at:
<http://www.ifc.footbag.org/rulebook.pdf>

