



# FOOTMESA

## OFFICIAL RULES

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## GAME CHARACTERISTICS

- Footmesa is a rally sport originated in Brazil
- played by two teams (2v2) or two individuals (1v1)
- various playing grounds (sand, grass, indoor)
- up to three touches are allowed for attacking
- any body parts may be used except of arms
- 360 degrees of game play







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# 1. Equipment

## 1.1. Court

### 1.1.1. Dimensions

The playing court is rectangular and its size is recommended to measure at least 8m x 8m. A Footmesa table will be positioned in the centre of this area (see Figure 1).

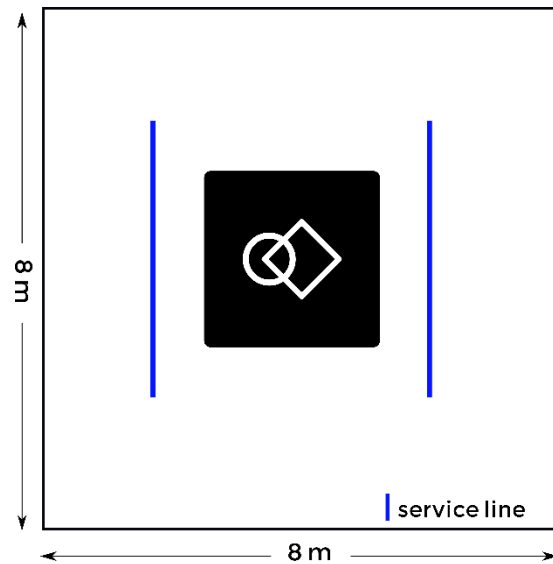


Figure 1: Footmesa Court with a table in the centre and service lines at a distance of 1.5 metres

### 1.1.2. Playing Ground

Footmesa may be played on different grounds, such as natural and synthetic grass, indoor or sand. Anyhow, the surface should be as even as possible and free of holes, rocks, shells, glass pieces or anything else that might be the cause of injuries.

### 1.1.3. Service Lines

A mark for the service should be placed at a distance of 1.5m to edge of the table. Marks may be chalk on grass or tape for indoor matchups.

## 1.2. Table

### 1.2.1. Dimensions

A Footmesa tables dimensions that is used in competitions are:

- Length: 80 cm
- Width: 80 cm
- Height: 80 cm



### **1.2.2. Surface**

Liquids, dust or sand on the tables surface alter the balls bouncing behaviour off the table. In order to avoid it, maintenance of a dry, clean surface should be ensured. Wiping if off during a match on a regular basis may be necessary.

## **1.3. Ball**

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The game ball shall be made of polyurethane, is spherical with a circumference of approximately 68-70 cm and weighs in between 420 to 460 grams.

## **2. Players**

### **2.1. Number of players**

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Footmesa tournaments are played in either of the two playing modes: one against one (1v1) or two against two (2v2). Most rules apply to both playing modes. In the following, any rule is only described for playing mode 2v2 and applies automatically for playing mode 1v1 unless otherwise noted.

### **2.2. Shoes**

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#### **2.2.1. On sand**

On sand playing barefoot is mandatory.

#### **2.2.2. Dry conditions**

Providing the playing ground is not slippery, players may play barefoot or use shoes with little profile. Wearing shoes with cleats or spikes is forbidden to minimize risk of injuries.

#### **2.2.3. Slippery conditions**

In case of a wet pitch (natural or synthetic grass) due to rain or other reasons, the tournaments director may allow players to wear shoes with cleats or spikes.

### **2.3. Jersey**

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A team of two players must wear jerseys of the same colour. In case of similar looking jerseys of two opposing teams, one of them has to change shirts, which is decided by tossing a coin. It is suggested, that each participant of a tournament brings at least two different coloured jerseys.

### **2.4. Ethics**

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#### **2.4.1. Rules**

Participants of Footmesa tournaments must know the official rules and abide by them.



#### **2.4.2. Fair Play**

Let us all be great sportsmen and play fair. Be honest with seeing or hearing the ball touching the table or one of its edges even if it is to your disadvantage. It is not cool to claim a hinder (see chapter 5) that does not exist, please don't do it. Fair play ensures good karma and results in living a happy and healthy life.

#### **2.4.3. Discussions**

Please do not start a discussion about every point. It reduces the fun for everyone. If two teams or the referees cannot agree upon a certain situation, the rally shall be repeated.

#### **2.4.4. Respect**

Participants of tournaments must show respect to their opponents, spectators and referees. Especially the referee's decisions must be accepted by the participants. In case of violation the director of a tournament may decide to exert actions such as loss of point, set, match or disqualification, depending on the severity of the misbehaviour.

## **3. Playing**

### **3.1. Basics**

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#### **3.1.1. Purpose**

Footmesa is a rally sport whose objective is attacking the ball on the table in a way that the opposing player (1v1) or team (2v2) is not able to return it. After the serve has been executed there are no boundaries, attacking in any direction is possible. Positioning and movement of players is not bound to any restrictions, although obstructions of the opponent must be avoided.

#### **3.1.2. Definition**

A definition that allows for an easier reading of the following chapters is:

- The team in ball possession, is called the offensive team O with players O1 and O2.
- The other team, is called the defending team D (players D1 and D2).
- A contact between the ball and a player is referred to as a "touch".

#### **3.1.3. Table and players**

In general, contacts of a person and the table should be avoided to minimize injuries. One of the players of team O hitting the table (surface, edges or legs) during an attacking attempt is considered to be a fault of team O. Thus, team D scores and gains the right to serve next.

D1 or D2 contacts the table (surface, edges or legs) only slightly during a defensive movement or while trying to reach a pass of their own team mate is allowed and the rally is not to be interrupted.

#### **3.1.4. Number of touches**

After the serve, a team is entitled to a maximum of three touches - called reception, pass and attack - to return the ball back on the table. A touch may be executed by any part of the body except of arms and hands.

#### **3.1.5. Consecutive touches**

Consecutive touches of one player are permitted only on the first touch, provided that the touches occur during one defensive movement. Those consecutive touches count as only one. After that, a single player is not allowed to touch the ball two times successively in two separate movements (obviously this rule applies for 2v2 playing mode only).



### 3.1.6. Ball on table

After an attacking movement, the ball must have a single contact on the table. Two or multiple contacts are considered to be a fault of team O and accounts for team D to score.

A ball contacting not the tables surface but one of its edges occur on a regular basis. See chapter 6 for a detailed discussion of various situations.

### 3.1.7. Sides

Sometimes one of the sides accounts for a disadvantage over the other one, i.e. the view is hindered by the sun. Teams should switch sides regularly to even out any (dis)advantages.

## 3.2. Point

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Points may be won while serving or receiving. A point is awarded for team O if any of the following situations occurs:

- a) Team D fails to return the ball back on the table during a rally.
- b) The ball touches an arm or a hand of team D.
- c) Two consecutive touches in two separate movements are used by either D1 or D2.  
(*Note: this rule does not apply for 1v1 playing mode.*)
- d) Team D uses four or more touches to bring the ball back on the table.
- e) Team D performs an illegal touch (see chapter 3.3).
- f) Team D commits a service failure (see chapter 4.4).
- g) Team D obstructs the right of free movement of team O on purpose (see chapter 5)
- h) An edge failure is committed by team D (see chapter 6)

## 3.3. Illegal touches

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### 3.3.1. Player D gets hit by the ball

Player D1 or D2 gets hit by the ball after they have attacked successfully. Team O would have had ball possession. Therefore, team D performs an illegal touch.

### 3.3.2. Player D in between team O

One of the players of team D (D1 or D2) is positioned in a direct line in between O1 and O2. Player D then gets hit by the ball during a pass attempt of team O. Team D performs an illegal touch.

### 3.3.3. Player D in between player O and table

Either one, D1 or D2, is positioned in a direct line in between a player of team O (O1 or O2) and the table. Player D then gets hit by the ball during an attacking attempt of team O and thus team D performs an illegal touch.

### 3.3.4. Player D gets hit

One of the players of team D (D1 or D2) gets hit by the ball while team O is in ball possession and neither 3.3.2 or 3.3.3 applies is considered an illegal touch of team O.

## 3.4. Replay

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A rally must be replayed if any of the following occurs:



- a) A third person, that is not participating in the match, hinders the movement of a player during a rally.
- b) Another ball, i.e. of a neighbouring court, enters the court during a rally.
- c) Certain situations while serving (see chapter 4.4).
- d) One of the players accidentally obstructs the right of free movement of an opposing player (see chapter 5).
- e) Opponents or the referees cannot agree upon a certain situation to decide which team should be awarded with a point.
- f) Opponents or the referees agree, that a rally should be repeated due to a reason not being mentioned above.

### **3.5. Set**

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- a) A set is won by the team which reaches 18 points first. A minimum lead of at least two points in advance must be established to secure the set. In case of a 17-17 tie the set continues until a two-point-lead is achieved.
- b) In case of a draw 1-1 after the first two sets being played, a decisive third set might be shortened to only 15 points.
- c) Each team is allowed to take one timeout of 60 seconds per set.
- d) The break in between two sets should not be longer than three minutes.

### **3.6. Match**

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A team that achieves two set wins, secures the match.

## **4. Serve**

### **4.1. First serve**

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The winner of a coin flip gets to choose between service/reception or sides. The loser gets the remaining choice.

### **4.2. Serving order**

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The initial serving team decides which player of their team will start the service. That player continues to serve until the receiving team wins a point. Once the first point of the receiving team is secured, the serve switches to that team for as long as they continue to score. After that, service alternates between teammates after each change of service possession.

### **4.3. Reception**

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Receiving the first ball after the serve alternates between team mates just like the serve itself. If player A1 serves, player D1 must receive and vice versa. Of course, the same applies to players A2 and D2: they have to receive each other's serve.

## 4.4. Characteristics

Depending of the positioning of the serving player, he/she is facing one or two edges, called "own edges". The other ones are called "other edges" (see Figure 2).

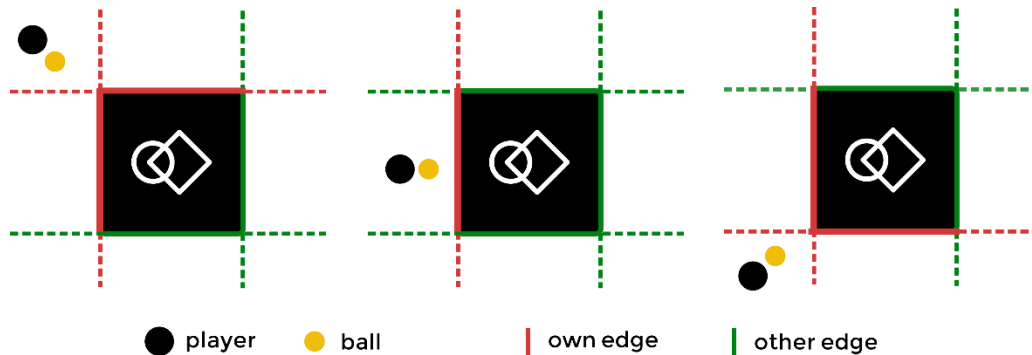


Figure 2: Footmesa table and its edges during the serve and in a rally.

- Before serving, the server or referee calls the score, pauses momentarily to ensure the receiver is ready and the score is agreed upon.
- One foot must still be touching the ground while serving and maintaining a distance of at least 1.5 metres to the table.
- Positioning of the receiving team and the partner of the serving player is not bound to any restrictions.
- After throwing the ball up, the serve may be executed by the head only, using other body parts for the serve is not allowed.
- A served ball, that fails to touch the table assures a point for the receiving team and their right to serve next.
- A served ball, that touches the "own edge" **and** bounces back assures a point for the receiving team and their right to serve next.
- A served ball, that touches the "own edge" **and** contacts the tables surface or edge a second time assures a point for the receiving team and their right to serve next.
- A served ball, that touches the "own edge" and bounces over one of the "other edges" is considered a legal serve and the opponent has to receive the ball.
- A served ball, that touches one of the "other edges" allows the serving player to repeat the service.

## 5. Moving

### 5.1. Freedom



A player, whose turn to touch the ball next, should be able to move freely on the court to achieve an optimum position for the following touch. Since both teams are attacking and defending in the same area, certain situations where a person poses an obstacle to another are inevitable. In general, team D must make an effort to position themselves in order to not interfere with the right of free movement of team O and vice versa.

## 5.2. Obstruction

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A player who feels obstructed by one of the opponents may decide to continue the rally anyway or make a call. The call should be made as soon as the obstruction occurs. If a call has been made the rally will be interrupted. A player might feel only lightly obstructed and decides to not make a call and continue the rally despite a possible obstruction. This player's right for a replay will then have expired and cannot be claimed later on, for instance after losing the point in the ongoing rally.

### 5.2.1. On purpose

If the opposing teams or the referees agree, that an obstruction has been made on purpose, the obstructed team scores and earns the right to serve next continuing with the established service order.

### 5.2.2. Accidentally

If the opposing teams or the referees agree, that an obstruction has been made accidentally, the rally is to be repeated.

## 6. Edges

### 6.1. "Own edges"

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Depending on the position the ball has been served or attacked from, the attacking player may face only one or two edges. These edges are referred to as "own edges" (see figure Figure 2). Think of the position, where the ball has been touched, not the body of the attacking player himself. A good way to determine whether it is the own edge or not is to use imaginary extensions of the edges. In tournaments lines may be drawn on the ground using chalk on grass or tape on indoor floor for clarification.

### 6.2. Ball touches "own edge" during a rally

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#### 6.2.1. A Ball touches "own edge" and crosses it

A ball touches the "own edge" during a rally and crosses it or its imaginary extension results in a continuation of the rally (see Figure 3).

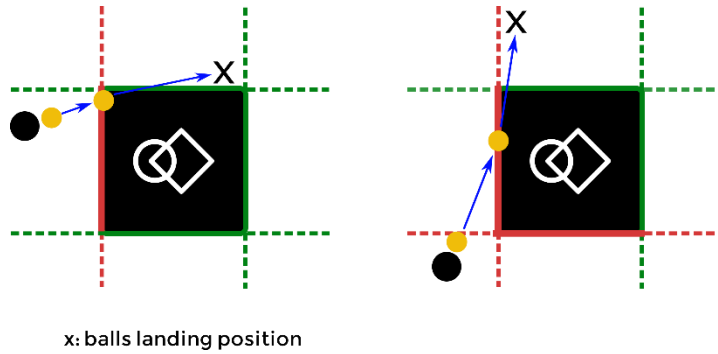


Figure 3: A ball touches the "own edge" and crosses it.

### 6.2.2. A Ball touches the "own edge" and bounces back

A ball touches the "own edge" during a rally and bounces back, so it stays behind it or its imaginary extension results for the opposing team to score and their right to serve next. That accounts only for the ball touching the ground and good sight on its landing position. If in doubt, the rally should be repeated. A defending player may not be sure whether the ball stays behind the own edge of the attacking player or not. To avoid a wrong decision the player may choose to touch the ball and continue the rally. Later claims for an "own edge ball" will then have expired and cannot be made.

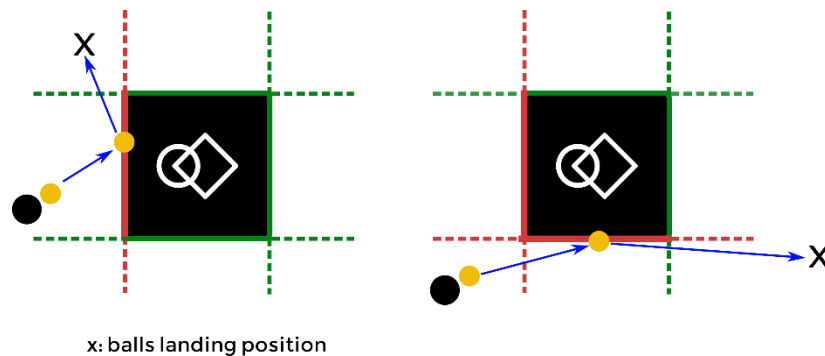


Figure 4: A ball touches the "own edge" and bounces back.

## 6.3. Ball touches one of the other edges

A ball that is touching one of the other edges during a rally leads to continuing the rally.

*(Note: this rule may be altered in a 1v1 matchup, resulting in a replay instead of continuing the rally.)*

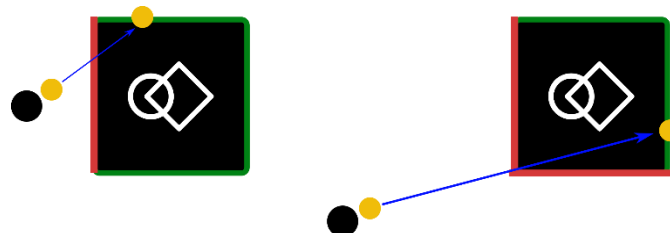


Figure 5: A ball touches another edge.