



## YARD GAME LEAGUE RULES

### LADDER GOLF

Prior to game, place the ladders 15 feet apart from each other.

Ladder Golf is played in rounds, each round consists of all players tossing 3 bolas. A Bola consists of 2 golf balls attached together with a piece of nylon rope. A coin toss is used to decide which player/team tosses first.

#### 1. **Rules:**

- The first player must toss all 3 bolas before the next player is able to toss his or her bolas. Bolas can be tossed in anyway the player chooses, as long as they are tossed individually and can be bounced off the ground. The winner of the round earns the first toss in the next round. Games are played to an exact point total of 21.
- **In order to win, a team must be the only one to score exactly 21 points after the completion of a round.** If a team goes over the exact point total, that player's points for that round do not count.
- Example: A team with 18 points needs 3 points to get the exact score of 21 in order to win. If that team has 5 points hanging on the ladder after all the players have tossed all strands, none of those points count and the player will enter the next round with 18 points again needing 3 points to win.
- In the case of a tie, teams will play as many overtime rounds as needed until one player ends a complete round 2 points ahead of the other player. The 2 point rule only applies in overtime rounds. During regular play any team can win as long as that team is the only one to score an exact total of 21 points at the end of that round no matter how many points the other team has.

#### 2. **Scoring:**

- After all teams have tossed all their bolas, scoring is determined by the bolas that are still hanging from the steps. Players can knock-off bolas during the course of the game, in fact knocking-off other players' bolas is encouraged and a good way to play defensively. Bolas that are knocked off during play do not count as points. Only bolas that are left hanging after all bolas are tossed are counted as points.

#### 3. **Points:**

- Points are determined by which step your bola wraps around. The top step is worth 3 points, middle step is worth 2 points and the bottom step is only worth 1 point. The highest amount of points available per player is 9. This is accomplished by hanging all 3 bolas on the top (3 point) step.

#### 4. **Team Play:**

- 2 players can play Ladder Golf by alternating play each round. Players simply alternate turns with teammates. 1 player on opposite teams would be on one side and the opposing player will be at the other ladder. One teammate will toss all bolas to the first ladder and the other teammate would toss them back. When each team's players have thrown once, that makes one complete round.

#### 5. **Etiquette of the Game:**

- Basic etiquette of Ladder Golf states that contestants can make as many remarks, sounds or movements as possible during play in order to distract the opponent's during play. However, disrespectful comments are not welcomed. Touching the player during tossing is never allowed. In the course of play no contestant is to walk to the ladder prior to completion of the current round of play.

## **BEAN BAGS**

Boxes are placed 27 feet apart from center of hole to center of hole.

### **1. Rules**

- The bean bag toss game can be played with 2 or 4 players. When 4 players are used, team members stand at opposite ends and may throw from either side of the box.
- Each team gets 4 bean bags to throw.
- Each player throws from behind the front of the boxes. This is the foul line. The player must not pass the foul line or the players throw does not count and the bag is removed from play.
- Each team alternates shots beginning with the team that had scored last.

### **2. Scoring**

- Points are scored when a player has a bag on the board or in the hole.
- Only one team can score per round. Therefore points cancel each other.
- A point scored on the board is equal to 1 point, a point scored in the hole is equal to 3 points.
  - An example of cancellation is as follows: Team one has 2 bags in the hole and 1 bag on the board equaling 7 points (3 pts. + 3 pts. + 1 pt. = 7 pts.). Team two has 1 bag in the hole and 1 bag on the board equaling 4 points (3 pts. + 1 pt. = 4 pts.). The lowest score is subtracted from the highest score to get the points earned for team one (7pts. - 4 pts. = 3pts.). Team one earns 3 points in this round and gets to throw first in the next round.
- **Game is played until one team scores 21 points.** A team can win by a white wash which is 11 - 0. A white wash cannot occur in the first half of the first round. (all 4 bags in the hole by player 1 of team 1 and only 1 point or zero points by player 1 of team 2)
- A bag that is tossed in play and knocks another bag off or in the hole is legal.
- A bag that bounces from the ground onto the board is not a legal play. This bag must be removed from the board and play is then continued.

## **YARD PONG**

Each team will have a pyramid shape of buckets in front of them. The first row has one bucket, the second has two, and the third has three. The two sets of pyramids will be 10 feet apart from one another. Each team will have two chances to throw a ball per turn. Each player on the team **MUST** throw a ball per turn. The team that goes first will be decided via a game of rock paper scissors. Rock beating scissors, scissors beating paper, paper beating rock. Whoever wins will have their choice of going first or second.

The objective of the game will be to remove all of the other team's buckets from play. In order to remove a bucket from play, the opposing team will need to sink a ball in the bucket. Once a ball has been sunk in a bucket, the bucket is removed from play. This process is repeated until one team no longer has any buckets. Each team will also have one opportunity per round to have their opponent re-rack their buckets. This allows for one to dictate where the remaining buckets are placed in order to fill in gaps left by other buckets.

Each matchup between teams will be played as a best of three. The method of choosing who goes first in games after the first is dictated by whoever lost the prior round. Each round win will count as 10 points in the standings. If a match must go to a round three, there is an additional rule required to win the match. Once a team is down to their final bucket in round three, both team members must sink the ball in the bucket in order to claim victory. This game can end in a tie. If each team has won one game by the end of the round, then each team will receive a score of 10 which would result in a tie in the standings. Other scoring example include a 2-1 win being 20-10 in the standings and a 2-0 being 20-0.

---

## BOCCE

Bocce is played with eight large balls and one smaller ball (called the pallino). The game will be played with 2 players. Divide the bocce balls evenly between the number of players. You will notice that your bocce ball set has balls with several different colors or designs. Each bocce player will use balls from the set that are unique in design or color from all the other balls in play by the opposing team.

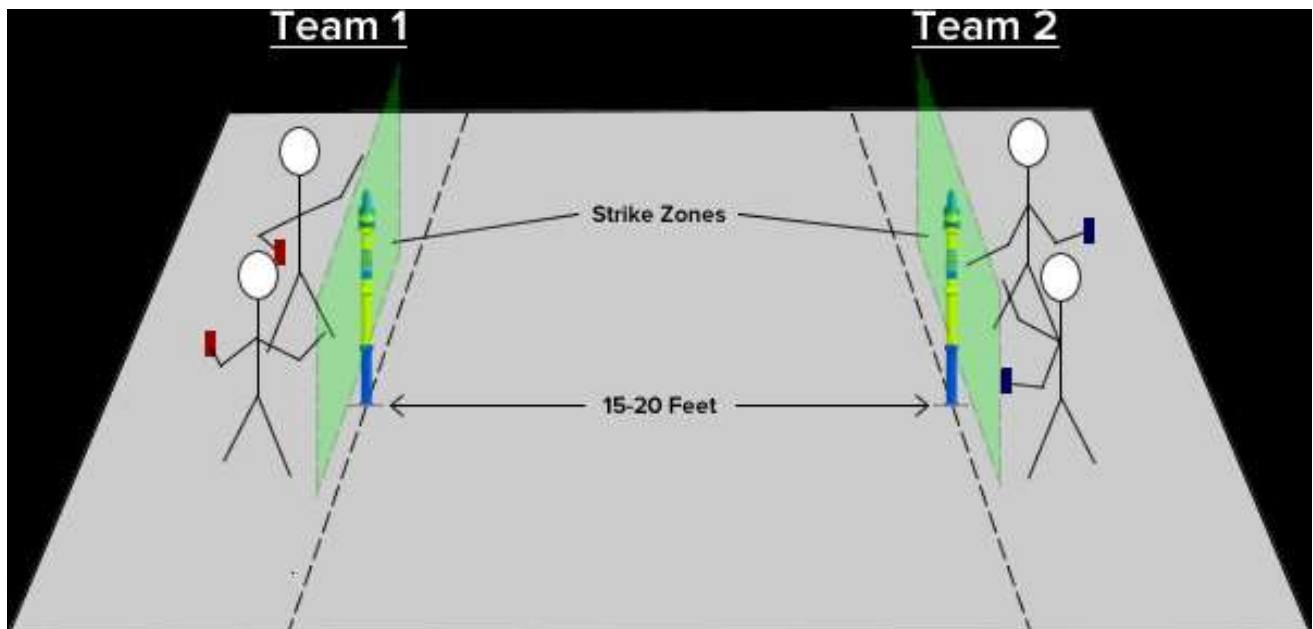
At random, choose a player to throw the pallino. After the pallino is thrown, the same player will throw his first bocce ball. The purpose of the game is to get your bocce balls as close as possible to the pallino. After the first player has thrown his first bocce ball, his team is considered "inside" because his ball is closer to the pallino than any of the competitor's balls. All other teams are considered "outside." Whenever a player is considered "inside," he will forfeit his turn throwing bocce balls. The "outside" team will take turns throwing their bocce balls until one of theirs gets closer to the pallino than the "inside" team.

After all players have thrown their bocce balls, the team that is "inside" will be awarded points. One point will be awarded to this team for every ball that is closer to the pallino than their closest competitor's ball. After the points are awarded, the frame is completed. Start a new frame by having the team who won the last frame throw the pallino and throw the first bocce ball. **A game is won when a team reaches 10 points.** Play as many frames as necessary until a player reaches this point level.

## POLEISH

Is a game of skill that is easy to learn yet difficult to master and involves many different gaming elements. Enforcement of the following rules is up to players or line judges if available. Here are the rules of the game!

1. **Set-up:** Two Poleish poles are placed 15 - 20 feet apart depending on skill level and wind. The game can be played in singles (1 vs 1) or in teams (2 vs 2). Each player or team must choose a side and stand behind his or her respective pole.



2. **The Strike Zone:** An invisible boundary that the disc must pass through in order for a throw to be considered legal. The strike zone extends horizontally, in line with the pole, to the left and right of each
-

respective player as far as his or her arms are able to reach without stepping; and vertically from the top of the blue, or bottom, section of the pole to the height that each player's arms are able to reach without jumping. Discs must be thrown within this strike zone for points to be awarded

3. **Offense:** The team throwing the disc is on offense. A throw is legal as long as the disc passes through the strike zone at a reasonable speed. **The offensive goal is to be the first to score 21 points.**
  - a. Points are scored in the following ways:
    1. The Disc hits the ground = 1 offensive point
    2. The Bottle hits the ground = 2 offensive points
    3. The Bottle and Disc hit the ground = 3 offensive points
    4. *Points will be rewarded regardless of how the disc or bottle hits the ground*

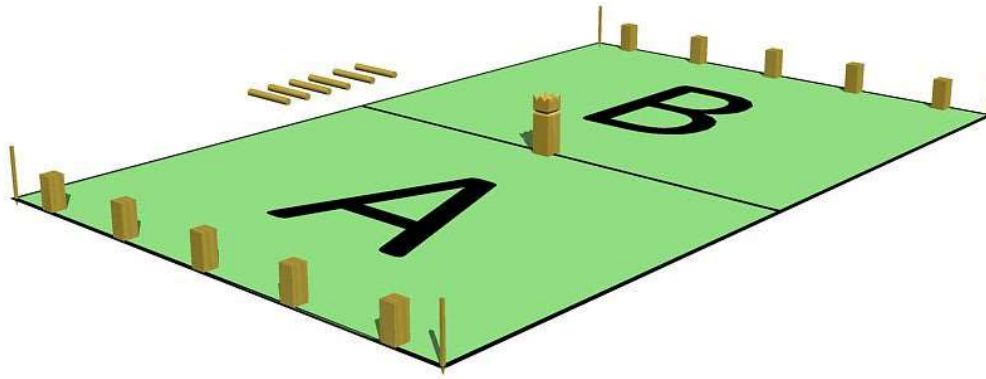
The bottle may be dislodged from the pole by either a direct hit to the bottle or an indirect hit to the pole. Players may also use different throwing techniques to make the disc more difficult for the defensive team to catch. **If players throw the disc with excessive force or step in front of the pole while throwing, no points will be awarded.**

4. **Defense:** The team receiving (catching) the disc is on defense. Defensive players, in single and team play, are allowed to use only one hand to catch the disc and/or the bottle. The other hand must be occupied by a drink or some other object. The bottle may not be touched until the disc has impacted either the pole or the bottle. Doing so will result in points for the opposing team. Defensive players may not step or reach in front of the pole to stop the disc or catch the bottle while the disc is in flight. However, once the disc has impacted the pole, the bottle, or passed the strike zone, players may then reach or step in front of the pole.
5. **Penalties:** Below is a list of actions that will result in penalties or points for the opposing team.
  - a. If a defensive player reaches in front of the pole and stops the disc from hitting either the pole or the bottle, the opposing team scores two points.
  - b. If a player steps in front of the pole while throwing, no points are awarded and play proceeds immediately to the next player in rotation.
  - c. **If a disc is thrown at excessive speeds (to be determined by all players), no points are awarded and play proceeds immediately to the next player in rotation.**
  - d. If a disc is thrown outside of the strike zone, no points are awarded and play proceeds immediately to the next player in rotation.
  - e. If a player catches the disc with *both* of his or her hands, the opposing team scores 1 point. *Remember, only one hand may be used when catching.*
  - f. If a player catches the bottle with *both* of his or her hands, the other team scores 2 points. *Again, only one hand may be used to catch.*
  - g. If the bottle is knocked down or taken from the pole by a defensive player when the disc has *not* impacted either the pole or the bottle, the opposing team scores 2 points.

## **KUBB**

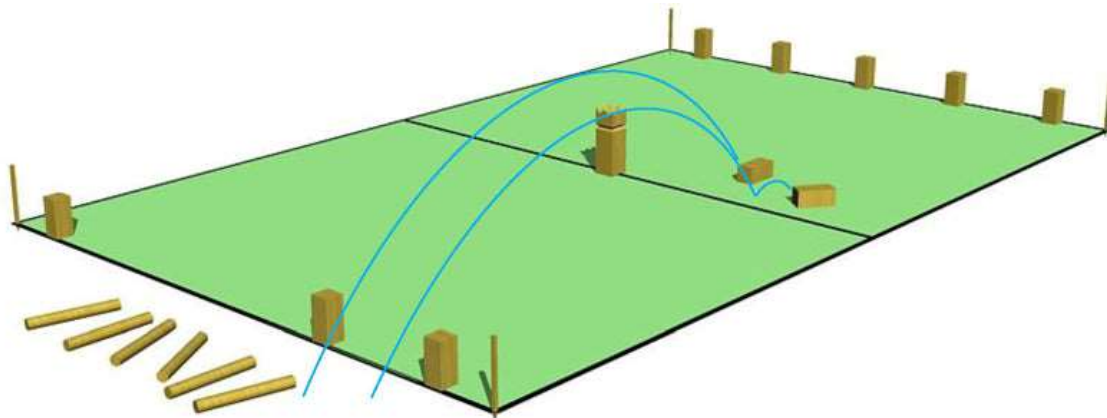
Kubb is a competitive lawn game that originated in Sweden and can be traced all the way back to the Viking ages. Here are the rules for the game! Kubb Instruction Video: <https://youtu.be/yXduBd1ewdo>

1. **Setup**
    - a. A kubb set consists of 4 corner stakes, 6 dowels, 10 blocks, and 1 king kubb.
    - b. This game is played on a rectangular "pitch" that is approximately 16 feet wide and 26 feet long, with both players on each team standing across from each other the long way. 1 corner stake is placed in each corner to set the length and width of the playing field.
    - c. Each team will receive 5 blocks, which are set up evenly along the baseline of each side. The king kubb is set up in the middle of the playing field.
    - d. (see picture below)
-

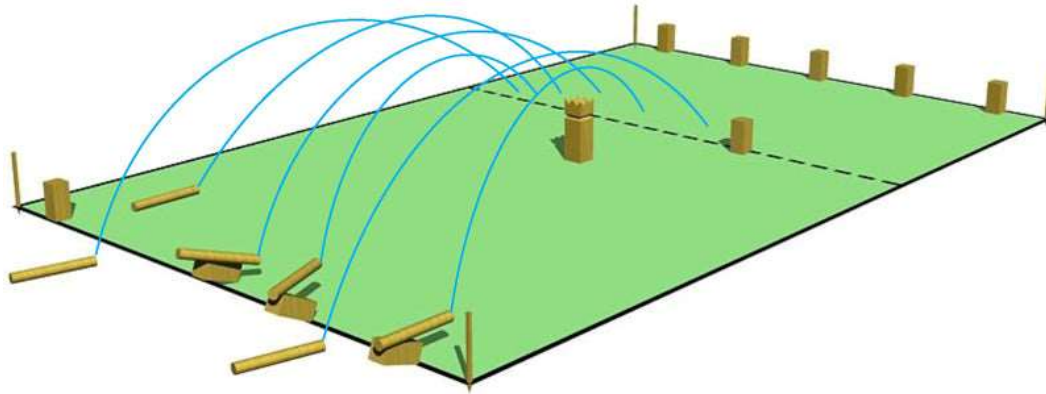


## 2. Rules/Objectives/Gameplay

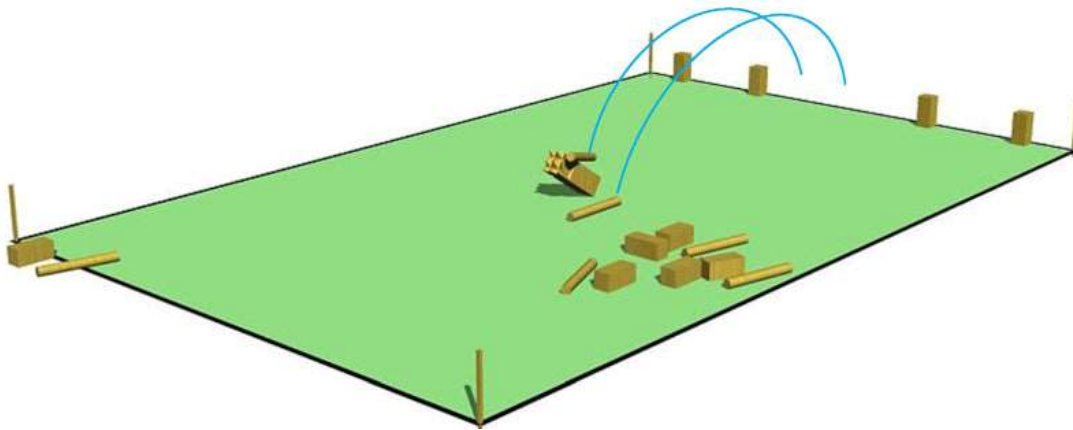
- a. The object is to knock over as many of your opponents' blocks using the dowels.
  - i. The dowels must be tossed underhand, end over end. (No helicopter throws)
- b. To win, a team must knock all of the opposing teams' blocks over.
  - i. After knocking all of the opposing blocks over, your team can then knock over the king kubb which is in the middle of the field to win the game. However, if at any point the king kubb is knocked over before all of the blocks, the team that threw the dowel and knocked it over automatically loses the game.
- c. To start, one player on each team will throw one dowel at the king kubb. Whichever team is the closest to the king without touching it will start the game with all 6 dowels in hand.
- d. The starting team will then split the dowels evenly between partners (3 & 3) and take turns one by one throwing underhand, end over end, attempting to knock down the opponents blocks on the baseline.
- e. If any of the opposing teams' blocks were knocked over after the 6 throws, they will then pick up those blocks, and throw them across the playing field onto the other half of the team that threw the dowels. These are now "field blocks." They are then set upright in the field wherever they landed. (You have two chances to throw the blocks into the other teams' half of the field and if you fail twice, the other team may set them wherever they would like on their half of the field, must be a minimum of one block distance from the king)



- f. When it is the other teams turn to throw, they must then knock down any of the field kubb blocks, before throwing at the baseline blocks.
- g. If not all field kubb blocks are knocked down, the other team may now use this as their new baseline, and they can stand at the closest block for their next set of throws.



- h. Teams will go back and forth throwing, following this process. When just the king is remaining, the team that is throwing at it must go back to their original baseline before attempting to knock it down.
- i. The team that has successfully knocked down all the blocks and the king at the end will be crowned the winner and receive 10 points.
- j. 30-minute time limit: If both teams have the same amount of blocks standing after 30 minutes, each team will receive 5 points.



## **LEAGUE STANDINGS & AWARDS**

1. **GAME SCORING:** Kubb and Jenga winning team receives 10 points. Bocce game is played to 10 points. All other games are played to 21 points. Yard Pong is best 2 of 3 with each round win netting 10 points
  2. **STANDINGS:** Standings will be posted weekly at [www.teamsideline.com/woodburymn](http://www.teamsideline.com/woodburymn).
    - a. Win = 2 Points, Tie = 1 Point, Loss = 0 Points
  3. **TIE-BREAKERS:** Ties between teams after the final league standings will be broken by:
    - a. Head-to-Head record between tied teams
    - b. Point differential entire season
    - c. Coin flip
  4. **AWARDS:**
    - a. Award structure and recipients will depend on which playoff format we utilize.
    - b. Teams will be given a gift certificate to a Woodbury restaurant/business of their choosing.
-