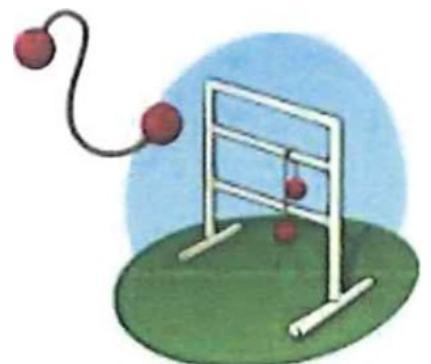


SUMMER GAMES



Bocce



Objective: Roll a bocce ball towards the “pallino” and get as close to the “pallino” to score points.

Rules:

- Game is played with two teams of one, two or four players
- All balls must be tossed or rolled in an underhand motion
- One team rolls or tosses the pallino to the other end of the playing area
- The team that tosses the pallino tosses the bocce ball first
- A player should not step on or over the foul line before releasing any ball
- Player tossing the bocce ball must stand behind the fault line
- Only an underhand toss is allowed
- Once all balls have been tossed, the score is tallied
- Team who scored sets the pallino for the next round (Start the next frame at the opposite end of the bocce court.)

Scoring:

- Team with the closest bocce ball to the pallino is the only team that can score points in a frame
- Scoring team receives one point for each of their bocce balls that is closer to the pallino than the closest ball of their opponents
- Two points is awarded if the bocce ball is touching the pallino.
- If the two team’s balls are equal distance away from the pallino, no points are awarded. The team that set the pallino, throws the pallino again.

How to Win: The first team to 12, 15 or 21 points. Teams decide prior to start of game.

Terms:

In-Team - The team who has the closest bocce ball to the pallino

Pallino - Small ball used as a target for throwing bocce balls

Bocce Ball - Ball that is rolled or tossed toward the pallino to score points

Frame - The playing of all bocce balls in on direction and the awarding of points. After points are awarded a new frame starts in opposite direction.

General Information:

Four player teams - Each player tosses one ball

Two player teams - Each player tosses two balls

One player teams - Each player tosses four balls

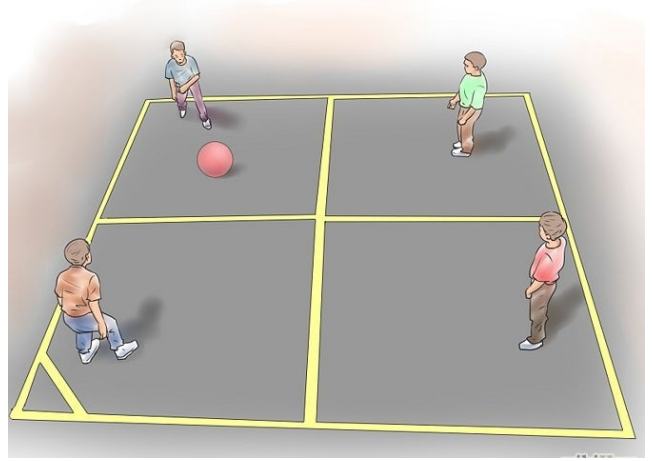
When there are multiple players on a team, a playing rotation is determined at the start of a game and maintained throughout the entire game.

Tossing Pallinos:

The player tossing the pallino must deliver the first ball. That player steps aside and the opposing team will then deliver their balls until one of its Bocce balls is closer to the pallino or has thrown all its balls. The "nearest ball" rule governs the sequence of thrown balls. The side whose ball is closest to the pallino is called the "in" ball and the opposing side the "out" ball. Whenever a team gets "in", it steps aside and allows the "out" team to deliver. The other team throws until it gets its ball closer (not ties) to the pallino. This continues until both teams have thrown all their Bocce balls. After both teams have exhausted all their balls, a frame is over and points are awarded. The game resumes by teams throwing from the opposite end of the court. The team that was awarded points in the previous frame begins the next frame by tossing the pallino into play.

Box Ball

“Four Square”



Objective: Get to the “Highest Ranked” square and stay there.

Court:

Squares are ranked from highest to lowest. Numbers 1 to 4, Letters A to D, or the title of royalty are used to identify each square. There are two sets of lines on the court. “Outside lines” are the outermost edges of the entire court, while “inside lines” refer to the lines dividing individual squares of the court that cross in the center. If the ball hits either the inside or outside lines it is out.

Serving:

- The ball is always served from the highest ranked square to the lowest ranked square
- The ball may be struck with an open hand or a closed fist
- The server must drop the ball and serve from the bounce. The ball must bounce once in the receiving square, then the receiving player must hit the ball into another square of his or her choice. After the receiver touches the ball, the ball is in play.

Rules:

- ONLY the owner of the square can hit the ball after it bounces in his/her square. Each time the ball bounces in a square, the owner of that square must hit the ball into another square.
- If a ball has bounced in a square and a different player hits the ball before the owner of the square hits it first, the other player is considered out.
- Each time a player is eliminated, that player leaves the court and all players advance to the higher numbered square. The lowest ranked square is then filled with a new player. All eliminated players leave the court and wait for their next turn to join in the lowest square.

Elimination:

- Serving to the wrong square (Serve must be served from the highest ranked square to the lowest)
- Hitting the ball before it bounces
- Failing to hit the ball into another square
- Allowing the ball to bounce more than once in their own square
- Hitting the ball out of bounds or onto a line
- Hitting the ball incorrectly, such as holding, catching, or carrying
- Hitting the ball with a part of the body other than your hands
- Hitting the ball out of turn

Corn Hole



Objective: Toss the bags from the opposite side and land the bags on the board or in the hole.

Rules:

- Game is played with two teams of two players
- One player from each team stands at opposing boards
- Opponents alternate tosses until all bags are thrown
- Only an underhand toss is allowed
- Throw standing behind a designated line or the front edge of the board

Scoring:

- After all bags have been thrown, a bag remaining on the board is worth **1 point**.
- A bag that went in the hole is worth **3 points**.
- If a bag was tossed onto the board and then gets knocked through the hole by another bag, **3 points** are awarded.
- If a bag is on the board and gets knocked off, no points are awarded for that bag.

Add up how many points you earned and compare them to your opponents. Equal points cancel each other out so that only one team can score per round. For example, if you scored 5 points and your opponent scored 3, you will add 2 points to your overall score and your team will throw first in the next round. If you scored 6 points and your opponent scored 6 as well, there will be no points awarded and whoever threw first in the last round will throw first again.

How to Win: A game is won when a team reaches 21 points with a lead of 2 or more points. The first team to 21 points after even innings. If a team exceeds 21 points, they go back to 11 points.

Disc Bonk



PLAY:

- Play with two teams of two players.
- One player from each team stands at opposing poles.
- Throw must be catchable & thrown from behind own pole. Throwing team is trying to knock the ball off the pole while the Receiving team is trying **NOT** to let the disc & ball hit ground. The score is tallied (either team can score on any throw).
- Teams take turns throwing disc at opposite pole.
- The other team cannot interfere with a throw or deflection.

SCORING:

- Catchable disc hits ground (*not caught*) = 1 pt. for Throwers
- Catchable disc is caught by receiving team = 1 pt. for Receivers
- Ball hits ground = 3 pts. for Throwers
- BOTH Ball & catchable disc hit ground = 4 pts. for Throwers
- Disc hits pole = 1 pt. for Throwers
- Fouls result in 1 point for other team: Interference or catching disc in front of pole.

How to win: The first team to 21 points after even innings. If a team exceeds 21 points, they drop back to 15 points.

Kan Jam



Objective: Throw a Frisbee in the direction of a Kan to score points with or without assistance from your teammate.

Rules:

- Game is played with two teams of two players
- One player from each team stands at opposing Kans
- Teams take turns throwing Frisbee towards opposing Kan. Teammate by the opposite Kan is the “deflector” and can hit the Frisbee to help hit the Kan or go inside the Kan.
- Frisbee can only be deflected once. It cannot be caught or carried.
- The score is tallied after Frisbee has been thrown
- The deflector is now the thrower and does the same towards the other Kan. Their teammate is now the deflector.
- Once both teammates have thrown the Frisbee, the score is tallied. (This is a full side)
- Opponents cannot interfere with a throw or deflection

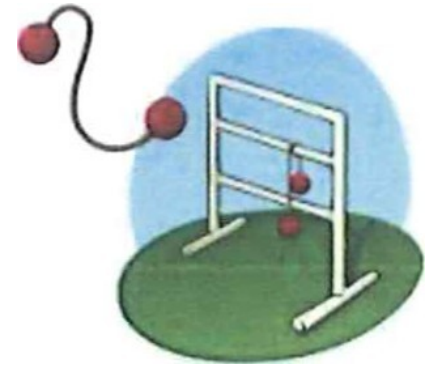
Scoring/Terms:

- **Bucket** - **Three** points if Frisbee goes in the Kan by being deflected
- **Deuce** - **Two** points for a direct hit of the Kan by the Frisbee
- **Dinger** - **One** point for each Frisbee that hits the outside of the Kan by deflection
- **INSTANT WIN** - Frisbee goes directly into the Kan without assistance

How to Win: The first team to 21 points after even innings (each team has a side) or an “Instant Win” throw by a team. A team must reach an exact score of 21 points to win. If a given throw results in points that raises a team’s total score above 21, the points from that play are deducted from their current score and play continues.

For example, if a team has 20 points and score a “Bucket” (3 pts.), their score is reduced to 17.

Ladder Golf



Objective: Get the bolas to catch on one or all three rungs to earn points.

Rules:

- Game is played with two teams of two players
- One player from each team stands at opposing ladders
- First player tosses all three bolas by standing next to one ladder and tossing onto the other ladder
- The second player then tosses all three bolas of the other color
- Only an underhand toss is allowed
- Score is decided once all six bolas have been tossed
- The team with the highest scorer tosses first in the next inning
- If bolas are knocked off during play, no points are awarded. Only bolas that are left hanging after all bolas are tossed are counted as points

Scoring:

- Three points for top bar
- Two points for middle bar
- One point for bottom bar

* **Automatic Win:** Get one bola on each of the three bars.

How to Win: The first team to 21 points after even innings. If a team exceeds 21 points, they go back to their score they had the previous inning. In case of a tie, continue play until a team wins by two points.

Terms

Bola - Consists of two golf sized balls connected with a piece of rope

Ladder - Structure that contains three steps or rungs

Toss line - Player must toss bolas from behind the ladder (front of ladder is considered the toss line)

Inning - Occurs when both players at one of the ladders toss their three bolas

Ring Toss



PLAY:

- Play with two teams of two players.
- One player from each team stands at opposing poles.
- Teams take turns throwing rings at opposite pole.
- First player tosses all four rings.
- The second player then tosses all four of their rings.
- Only an underhand toss is allowed.
- Score is decided once all rings by both players have been tossed.

SCORING:

- Three points for each ring around the pole.
- One point for each ring that hits the pole.

INSTANT WIN—All four rings from one team around the pole.

How to win: The first team to 21 points. Each team must have an even amount of throws before winner is declared.

Shuffleboard



Objective: The object of the game is to propel discs by means of a cue onto scoring diagram at opposite end of court - to score, to prevent opponent from scoring, or both.

Rules:

- Game is played with two teams of two players
- Begin play by placing one of your discs in the “10 Off” area
- Use your cue to push the disc so that it slides down the court toward the scoring areas at the other end
- Alternate taking shots with your opponent until each side has shot all four discs
- Only discs that are completely inside a scoring area count for points
- If you knock one or more of your opponent's discs into or out of a scoring area with your shots, points are awarded based on the final position of the discs and not where the disc originally landed.
- Subtract any deductions from your score

Scoring:

- Points are only awarded for discs that are completely inside a scoring area
- Take 10 points off your score for discs that ends up in the “10 Off” area, or if a player steps on or over the baseline while in the act of shooting.

How to Win: The first team to 50, 75 or 100 points wins. Teams decide prior to start of game. Teams may also play an agreed-upon number of rounds, such as 10 or 15 instead of points. After completion of the desired number of rounds, the team with the most points wins.

Spikeball



Objective: The object of the game is to hit the ball against the net so that the other team is not able to return it.

Rules:

- Game is played with two teams of two players
- Begin each point by standing next to your partner
- Only the returning player opposite the server can return the serve, his/her partner cannot.
- If you outright miss the net, hit the rim, or the Spikeball bounces twice on the set, the other team wins the point and serves.
- If you are serving and you win the point you and your partner switch positions and the defense stays in the same place.
- You and your partner get up to 3 hits to hit the ball off the net and that each “on” or spike must get off the net in one bounce or you lose the point.
- The defense can not impede the opponent’s ability to get the ball. No point is awarded. **REPLAY**
- A player can not hit the ball twice in a row.

Scoring:

- A player starts a point by serving the ball down on the net so it ricochets up at his/her opponent. Opponents have up to three hits between them (just like volleyball) to control the ball and bounce it back off the net. When they miss, you score.
- If you spike the ball and it hits your partner or yourself, you lose a point and your opponent serves.
- If the ball hits the rim or bounces twice off the net, the opposing team wins a point and serves.

How to Win: The first team to 21 points wins.