

Official Digit Dot “Caps” Rules

Goal Post Width: 3 inches (or about the width of a fist)

Goal Type: glass bottles (give it that “ping” sound)

Cap Type: metal bottle top (the kind you have to open with a bottle opener; alternatively, the “fake” screw-type or other drink cap)

Starting the Game:

Loser goes first. At the very beginning of a match or 5-game series, the “underdog” should always go first when possible. Otherwise, any reasonable method of determining who goes first is acceptable. It is of a very slight advantage going first since the first spin is clock-wise and all subsequent re-spins by the starting player will always be clock-wise. This is really only an advantage for right-handed players, but is also dependent on which side of the table the player is on, the layout of the table, etc.

The starting player spins the phone clock-wise approximately 10-20 inches from the goal posts. The exact distance really doesn’t matter since both players have equal opportunity to play off of the spinning phone in its spinning position.

Scoring:

The starting player slides his/her cap towards the spinning phone and attempts to get the cap to shoot through the goal posts for a point. Successful or not, play then passes to the second player.

To score, the cap must completely pass the threshold of the two bottles, such as there is no ambiguity as to whether it has “gone far enough.” One should be able to look (eyes at table level, in-line with the bottles) and see a visible gap between the cap and posts, if there is any doubt as to whether it has fully traversed across the threshold.

Each match is played to two points. A mini-series is played, best of up to 5 matches (winner has 3 wins). Winner is declared “winner of a 5-game series”.

Re-spin allowance:

Players may, at any time, chose to re-spin the phone. However, only the person who did not last touch the phone may re-spin it, and must spin it the opposite direction as it is currently spinning (recall, first player will always spin it clock-wise and second player will always spin it counter-clockwise). This is called a “Player’s Choice”. The player should exclaim their intention to re-spin by saying “Player’s Choice” or by otherwise making it clear that they wish to re-spin the phone.

Re-shots and Double Shots:

If a player’s cap hits one of the posts during play, they get a re-shot, unless it’s a goal in which case play passes to the next player.

If a player misses the phone entirely, it results in the other player immediately getting a double shot (two shots in-a-row).

If the player with the double shot misses the phone his/her first shot, play immediately goes back to the other player. If the player with the double shot misses the phone his/her second shot, the other player immediately gets a double shot just as if it were a regular shot during the game.

Hear, hear!

