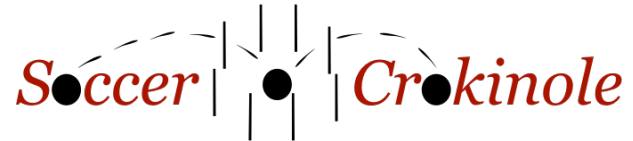


# - Game Rules -



**Number Of Players -** 2-4

\* Soccer Crokinole can be played against a single opponent or in teams of two.

**Object Of Game-**

The object of Soccer Crokinole is to be the first player / team to score 100 points

**Setup-**

Setting up Soccer Crokinole can be achieved by first choosing a large flat area. Pound a steak into the ground so that it is firmly in place. Next, take the provided knotted layout rope and place the loop over the steak. Then simultaneously walk in a circle, keeping tension on the rope and spray painting the lawn. Continue this procedure for all three of the game circles, as well as the centre circle. Once this has been completed, stretch the layout rope into a straight line and use it as a reference to paint four straight lines. This divides the playing surface into 4 quadrants. Finally, pound the 8 steaks into the ground along the inner circle. Each quadrant shall have 2 steaks and shall be equal distance apart.

**Areas of the playing surface-**

The circle in the middle is the "20 circle." Players earn 20 points for getting a ball into this area.

Several feet outside the 20 circle are the steaks or pegs. These are bumpers that make it more difficult to get a ball inside that area.

The very outside area of the playing surface is the "ditch." balls which are removed from play are put in the ditch.

The line with the largest circumference is the "Starting Line." All shots are made from behind the Starting Line.

The playing surface is divided into quadrants. When a player takes a shot, the ball must be within his quadrant.

There are three scoring areas. The area outside the 20 circle but inside the posts is the 15 Zone. The next circle out marks the 10 Zone, and the area just inside the Starting Line is the 5 Zone. Points are not calculated until a round ends.

## **Game Play-**

With 2 players, each receives 6 balls of a distinct colour. With 4 players, each partnership receives 6 balls of a distinct colour; each player within a partnership receives 6 balls.

Partners stand opposite each other.

Choose the start player randomly. Play always proceeds clockwise.

The shooter places one of his balls behind starting line, with the ball in his quadrant. He shoots the ball by kicking it (pushing it is not legal).

## **Shooting With No Opponent's Balls on the Playing Surface-**

The first shooter, and any subsequent shooter who takes his turn with no opponent's balls on the playing surface tries to shoot into the 20 circle. If a ball lands completely within the circle, it's removed and set aside for scoring at the end of the round.

If the ball doesn't land completely on the 20 circle, it remains on the playing surface, and is either in the 15 Zone or at least touching the 15 Zone line, it remains on the playing surface.

If there are no opponent's balls on the playing surface and a shooter's ball winds up in the 10 Zone or the 5 Zone, it's removed from the playing surface. This rule is designed to prevent players from being excessively defensive by "hiding" their balls behind pegs.

Some players don't use this rule, but it is used at the World Crokinole Championship.

## **Shooting With One or More Opponent's Discs on the Board-**

If one or more opponent's balls are on the playing surface, the shooter must try to hit one of them. NOTE: This can be done directly, by ricochet off a post or another ball, or even by knocking another of the shooter's balls into one of the opponent's balls.

If the shooter fails to hit an opponent's ball, the disc that he shot is removed from the playing surface. In addition, if the shooter fails to hit an opponent's ball but hits any of his own balls (or his partner's), those are also removed.

## **Miscellaneous-**

After a shot, all balls touching the Starting Line are removed

## **Scoring**

At the end of each round, scoring takes place.

Each player or partnership counts their balls within each Scoring Zone. If a disc is touching a scoring line, it counts as the lesser value.

Balls in the 15 Zone are worth 15 points each; in the 10 Zone, 10 points each; in the 5 Zone, 5 points each.

Each player or partnership also adds any 20 circle and set aside.

Subtract the smaller score from the larger. The player or partnership with the larger score wins the difference in points. EXAMPLE: The tan player has 60 points. The red player has 35 points. The tan player is awarded the difference, 25 points.

### **Next Round-**

If neither player or partnership has reached a total of 100 points, the next round is started by the person standing to the left of the lead shooter.

### **Winning-**

The first to reach 100 points wins.

