



LET'S DINK TOURNAMENT RULES

The object of the game is to dink back and forth attempting to make the ball in holes.

- The first team to 11 wins (win by 1)
- The game will start with the team on the wall serving first.
- Feet can't go past the front of the board, but your paddle can.
- To serve, either bounce the ball or hit it out of the air aiming for one of the holes on the board across from you.
 - The ball will either hit the board, the ground or go in a hole
 - If it goes in the hole the team that hits it gets those points, and a new point is started. Non-Scoring team will then serve.
 - If the ball hits the ground or bounces on the board, you attempt to dink back to the board across from you.
 - If the ball bounces erratic or is too awkward to hit, you can grab the ball and start a new point. When this happens, the ball is fair game and anyone can grab it and start a new point.
 - If the ball bounces and ends up under one of the boards, it is the team's ball that is standing at that board.

Scoring:

- *Small hole* = 3 points
- *Medium hole* = 2 points
- *Big hole* = 1 points

****If the ball is hit by the other team and it's going to hit the board but someone blocks it not letting it hit the board the other team gets 1 point.

- If a ball bounces in front of the board, then bounces or rolls into a hole those points count. In this case the team can block or stop the ball from going in.
- If a ball goes into one hole, then bounces into another you only get the points from the hole it ends up staying in.

ENDING THE GAME:

- 10-minute games or first team to 11 Wins (Win by 1 Point)

*If there is a tie at the end of 10minutes each team throws 3 bean bags (like Cornhole), high score wins

***If tied again 1 bean bag will be thrown by each team until there is a winner