

Outdoor Games and Rules

KAN JAM <https://www.kanjam.com/pages/how-to-play>

Set-up

Set up your Kans opposite from one another. (50 feet apart for recreational and competitive play)

Choose Teams

2 teams. Each team member stands behind the kans on opposite sides of the field.

Alternate Throwing and Deflecting

Partners alternate between throwing and deflecting.

Equal Number of Turns

Teams must complete the same number of turns before the game is over, except when an “instant win” occurs. Choosing to throw last is considered to be an advantage.

Winning the Game

Be the first team to score exactly 21 or hit the “instant win” slot!

Breaking a Tie

The winner is decided in an overtime round. Each team competes one round and the team with the most points wins. Overtime rounds continue until the tie is broken.

No Points are awarded if:

The throwing player does not throw from behind the goal

A throw hits the ground before striking the goal

The deflector double-hits, catches, or carries the disc.



Dinger 1pt

Redirected Hit: The Deflector redirects the thrown disc and hits any part of the goal.



Deuce 2pt

Direct Hit: Thrower hits the side of the goal unassisted by their partner.

Note: in the rare case should the disc enter the "Instant Win" slot and deflect out of the goal, this is a Deuce.



Dunk 3pts

Redirected Hit: Deflector redirects the thrown disc and it lands inside the goal. This will almost always occur through the top of the goal, but may also occur if the disc enters through the slot opening.



Done Deal 21pts

Direct Entry: Thrower lands the disc inside the goal, either through the front slot or **unassisted** by their partner through the top of the goal. When an "Instant Win" occurs, the throwing team is declared the winner and the losing team does not receive a "Last Toss" option.



Interference 3pts

Three points will be awarded to the throwing team if an opponent interferes with play to defend the goal. If the score is 19 or 20 a win is automatically granted to the throwing team.

LADDER BALL

https://www.tosso.com/blogs/news/ladder-ball-rules?utm_source=pinterest&utm_medium=social

The goal of Ladder Ball is simple; to have fun, but before you start to play make sure you have the official Ladder Golf ® brand game. If you're the type of person that doesn't like to read rules, then just stick with me for a couple more lines. Space the game ladders about 15 feet apart and start tossing your bolas. Each player tosses all 3 bolas, then the next player tosses all 3 bolas. The first one to 21 without going over is the winner! The top rung is worth 3 points, middle is 2 and bottom rung is 1 point. See I told you it was simple and keep reading for all the details. To understand Ladder Golf ® it is important to know the "lingo" associated with the game.

Bolas:

Bolas just might be the most important piece of the game; two golf balls connected with a piece of nylon rope make up one bola.

Game Ladder:

The game ladder is the contraption that contains three steps or rungs.

Steps or Rungs:

The three parts that make up the ladder are called "steps" or "rungs." The top rung, middle and bottom rung.

Toss Line:

Players must toss the bolas from a line 15 feet away from the ladder. We don't expect backyard players to measure out 15 feet exactly so 5 paces from the ladder works just as well!

Ladder Ball Rules:

The game of Ladder Golf ® is played in rounds and typically a coin toss will determine which player goes first. Each player has three bolas and must throw all three of their bolas before another player can go. The goal is get the bolas to catch on one of the rungs, the top rung is worth three points, second is worth two and the bottom rung is worth one point. There is no set way to throw a bola, therefore a player may toss anyway he/she likes and can even bounce a bola on the ground. The player with the most points at the end of

the round gets to throw first the next round. After a round is played, points are totaled. Whichever bolas are still hanging are awarded points. It is okay, encouraged even, to knock the bolas of other players off the rungs; in that case, those bolas do not count as points. The first player to get to 21 points exactly is the winner. If a player goes over 21 points, the points they earned during that round do not count.

In the Event of a Tie in Ladder Ball

In the event of a tie, each player with 21 points will play as many overtime rounds until one player gains two points at the end of the round. The two point rule only applies in overtime rounds.

Play in Teams

Ladder Golf can be played with four players with each player alternating turns each round. Extra bolas and ladders can also be purchased. With two ladders, the same rules apply yet two players from opposing teams would be on each side. Each side would toss bolas and the other side would then toss back.

Ladder Ball Etiquette

Unlike the actual game of Golf, the gentleman`s game, Ladder Golf encourages remarks, sounds and/or movements in order to distract your opponent; however, touching a player or their bolas is against the rules. No player is allowed to walk to the ladder before the completion of each round. Now that you understand the terminology, etiquette and guidelines you are ready to play Ladder Golf at your barbeques, tailgates, beach days and family fun events. Enjoy!

BOCCE BALL

<https://www.thorntonco.gov/recreation/facilities/Documents/Bocce.pdf>

Starting the Game

Bocce takes place in two teams of two players each. Each player has two large balls called bocce. A smaller ball called the pallino is the target. Officially, people play on a court, but players generally play bocce wherever they find enough ground on which to roll the balls.

Teams should decide which side will go first. IBocce.com suggests that players flip a coin to determine who should go first.

Gameplay

The team going first throws the pallino and the place where it comes to a stop becomes the target. All players should then stand behind a line to make their throws. Generally, everyone agrees on where it is fair to stand. The team that threw the pallino throws the first bocce.

Teams and players alternate throws until all eight balls have been thrown. Players try to make their team's bocce be the closest to the pallino. According to IBocce.com, players should alternate by allowing the team farthest from the pallino to throw; in many friendly games, however, players just alternate from one team to the next.

Scoring

Only the team with the closest bocce to the pallino scores any points. The team that is closest, or inside, gets a number of points equal to how many of their bocce are closer to the pallino than the other team's nearest bocce. If the player's bocce touches the pallino, it is called a baci and the team earns 2 points for that ball. A game of bocce is called a round and it lasts until a team reaches a predetermined point value. Common point values are 9, 11, 12 and 15. Any disputes can be settled using a tape measure or even a stick to check the distance from the pallino. In the case of a tie, or any dispute that cannot be settled, no points are awarded to either team.

Violations

If a player steps over a designated line when making a throw, that is a foot fault. The penalty can be either a warning or an invalidation of that throw. Bocce is a friendly game and a warning will keep most people within the rules. If a player makes a throw out of order, the teams can agree to let it go or to replace the balls

approximately where they previously were. Last, no one from the opposite team should try to distract a thrower.

SWING BALL

<https://www.backyardcaring.com/how-to-play-and-win-a-swingball-game/>

How Do You Play Swingball? (you will need to fill the base up with water)

Swingball is a game in which two players use a racquet to hit a sponge or tennis attached with a string to a pole anchored to the ground, either with a heavy base or driven into the ground if it is soft enough. 2 players can play swingball. They start the game by standing each at the opposite side of the pole.

The two players have one hand on the ball, and they raise it 3 feet from the pole, then drop it towards the pole.

The instant the ball hits the pole, the game can begin, and the players can start hitting the ball. The first player serves the ball underhand in either direction of the other player, and the moment a direction is chosen, the ball has to be played in that direction up until the next serve.

Scoring In Swingball

The aim of swingball is to hit the ball attached to the pole up until the rope wraps around the pole completely in favor of one of the players.

The players choose the number of games they will play in a match; there is no hard and fast rule about the number of games that make a match; the players determine it themselves.

Penalties In Swingball

A few fouls can be committed in swingball and the penalties that follow. And when a player causes a violation, the game is stopped, and the ball is wrapped around the pole at the exact point where the violation is generated, and the other player is allowed to serve.

If, however, both of the players committed the violation, then a ball drop is introduced. Some of these fouls include:

1. Players are not allowed to step offside in swing balls.
2. Touching or grabbing the pole: players are not allowed to grab the pole at any point of the play, and if any player grabs the pole, they lose the game automatically.

3. Hitting the ball twice: a player is only allowed to hit the ball once whenever the rope wraps around the pole, but if the ball hits the ball in-between, then the player is permitted to hit the ball again.

RING TOSS <https://gamerules.com/rules/ring-toss/>

OVERVIEW OF RING TOSS

If you set up a game of Ring Toss in your backyard or in a field for an outdoor party, you're likely to bring out the competitive side of everybody. While simple, this game can be difficult to master, so you'll never know who will win the game!

The ring toss game plays similarly to a bean bag toss game but with rings instead of bean bags!

SETUP

When you go to play Ring Toss, put the ring toss target on one side of the field or yard and divide the group into two teams according to how many rings there are. The two teams should stand a distance away from the target. Although there is no specified distance, keep in mind that the further the players stand, the harder it is to play.

GAMEPLAY

ring toss gameplay

The team stands behind the throw line. The first player of Team A throws their ring toward the same board with the objective of getting the ring onto a stake. Each stake is worth certain points. The middle stake is worth 3 points, and the rest of the stakes that surround the middle stake are worth 1 point each. No points are awarded if the player misses the target completely or if only the ring hits the post.

After that, the first player of Team B throws their ring. And so on. The two teams take turns until a team reaches 21 points.

END OF GAME

The first team to reach 21 points wins the game!

