

TOP SHOT SCORING



KEY POINTS

- ⇒ ONLY ONE PLAYER CAN SCORE POINTS IN EACH ROUND
- ⇒ A BALL ON TOP IN THE TOWER CANCELS ALL OPPONENTS BALLS
- ⇒ 3 BALLS PER PLAYER, ALTERNATING TOSSES, FROM 15 FEET. OVERHAND OR UNDERHAND IS ALLOWED.
- ⇒ A PLAYER ASSIST USING A HACKY SACK STYLE MOVE IS ALLOWED (LEG & FOOT ONLY) . THE LEG/FOOT MUST STAY OUTSIDE OF THE TRAPEZOID OPENING AND THE BALL CANNOT TOUCH THE GROUND BEFOREHAND.

GAME COMPONENTS

1 = Game Tower (trapezoid top & 4 struts)

2 = Base

- 2a = safe zone hole
- 2b = ball release hole
- 2c = safe zone hole

1. Game Tower Points

- A player earns **2 points** for **each ball** tossed into the game tower **ONLY IF** the players ball is **on top** in the tower when the round is complete. If a player's ball is not on top in the tower, no points are awarded.
- In order to be point eligible, balls must travel **into the trapezoid top AND NOT through the struts**. Balls traveling through, or getting stuck, in the struts can be removed from the game tower.

2. Base Points

- A player earns **1 point** for **each ball** tossed onto the base **ONLY IF** one of their balls are **on top** in the tower when the round is complete. If neither player tossed a ball in the tower during the round, cancellation scoring applies to all balls on the base, with the exception of **holes 2a and 2c**.
- Base holes **2a and 2c** : These holes are considered “**safe zone**” holes, and **cannot be canceled** out by an opponents ball on the base, unless the opponents ball is in the other safe zone hole. In addition to being protected from cancelation, a players ball in the **safe zone also cancels ALL opponents balls** on the base. **SAFE ZONE HOLES** are only in play when neither player has tossed a ball in the game tower during the round.
- Base points **can ONLY be earned up to a score of 19**. After 19, a players ball on the base can only be used to cancel an opponents ball(s) on the base.
- Base hole 2b : This hole is only used to retrieve the balls tossed into the tower. It is not point eligible. Retrieve the balls by tilting the tower with one hand and retrieving the balls from underneath as they fall from the tower.

WINNING THE MATCH

First player to score 20 points, but no more than 21 is the Winner. If a player goes over 21, it is called a “Screamer” and the player reverts back to their score before the round MINUS how many points scored during the round. For example, if they had 19 points going into the round and scored 3 points, their new score would be 16 (19-3).