

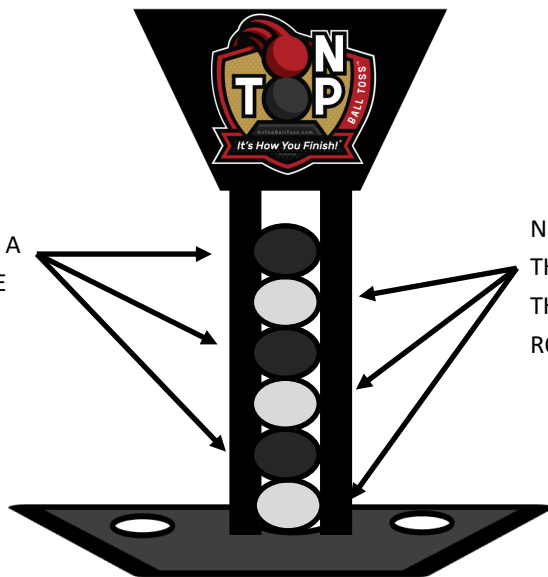
OnTop TRADITIONAL RULES

- ⇒ **FIRST TEAM/PLAYER WITH 20 PTS. WINS THE GAME**
- ⇒ **3 BALLS PER PLAYER (OR TEAM), ALTERNATING TOSSES FROM 15 FEET AWAY.**
- ⇒ **OVERHAND OR UNDERHAND IS ALLOWED.**
- ⇒ **IF PLAYING TEAMS OF TWO, A PLAYER ASSIST USING A HACKY SACK STYLE MOVE IS ALLOWED (FOOT ONLY) . SEE NEXT PAGE FOR AN ILLUSTRATION.**

**ONLY THE PLAYER WITH THEIR BALL ON
TOP IN THE TOWER EARNS POINTS
(2 POINTS FOR EVERY BALL THE WINNING PLAYER MADE)**

WINNER (6 PTS.)

WINNER OF ROUND. 2 PTS.
FOR EVERY BALL MADE, FOR A
TOTAL OF 6 POINTS FOR THE
ROUND. THE PLAYER WHO
WINS THE ROUND TOSSES
FIRST THE NEXT ROUND.



LOSER (0 PTS.)

NO POINTS ARE AWARDED TO
THE PLAYER (OR TEAM) IF
THEY DID NOT FINISH THE
ROUND ON TOP

THE SCREAMER RULE (GOING OVER 20 POINTS)

IF A PLAYER (OR TEAM) EXCEEDS 20 POINTS, IT IS CALLED A “SCREAMER” (OR BUST).
THE PLAYER’S NEW SCORE WOULD BE THEIR SCORE ENTERING THE ROUND LESS THE POINTS
EARNED IN THE SCREAMER ROUND. FOR EXAMPLE, IF THEY ENTERED THE ROUND WITH 18
POINTS, AND SCORED 4 POINTS IN THE ROUND, THEIR NEW SCORE WOULD BE 14 POINTS
(18—4). ALTHOUGH PENALIZED, THE PLAYER WOULD TOSS FIRST THE NEXT ROUND.

BALL REMOVAL—SEE ILLUSTRATION ON NEXT PAGE)

Ball Removal From Game Tower

REMOVE BALLS BY
SIMPLY TILTING THE
TOWER AND
RETRIVING FROM
UNDERNEATH.



**PLEASE DO NOT PULL BALLS THROUGH BARS!!!
IT WILL SHORTEN THE LIFE OF THE BALLS.**

PLAYER ASSIST OPTION

(AN OPTIONAL FEATURE IF PLAYERS AGREE)



Foot must stay outside of an imaginary
plane from the walls of the trapezoid top.

Foot cannot make contact with the game
tower. If so, the tossed ball is disqualified
from scoring.



VISIT **theontopshop.com** for other methods of play,
including scoring opportunities for balls that land on the
flat surface of the base.

