

How To Play **TOP SHOT** Traditional Method



- ◇ 1 v 1 OR 2 v 2
- ◇ 3 BALLS PER PLAYER (OR TEAM).
- ◇ TOWERS 12-15 FEET APART WITH LOGO FACING IN (15FT APART IS THE OFFICIAL DISTANCE).
- ◇ PLAYER'S ALTERNATE TOSSES, THROWING OVERHAND OR UNDERHAND.

LIFT UP THE TOWER TO RELEASE THE BALLS WITHIN THE TOWER.

THE PLAYER OR TEAM WHO SCORED POINTS IN THE ROUND TOSSES FIRST THE NEXT ROUND.

OPTIONAL METHODS OF PLAY (ONLY APPLIES IF TEAMS AGREE BEFORE THE MATCH)

◆ **PLAYER ASSIST**

TOP SHOT ALLOWS FOR A PLAYER ASSIST FROM A TEAMMATE. AN ASSIST IS A HACKY SACK STYLE MOVE USING A PART OF THE BODY **FROM THE THIGH DOWN ONLY** AND PLAYERS CANNOT MAKE CONTACT WITH THE TOWER. **THE ASSIST CAN ONLY HAPPEN BEFORE THE BALL TOUCHES THE GROUND.**

◆ **FLAT SURFACE POINTS**

BALLS LANDING ON THE FLAT SURFACE MAY COUNT AS POINTS IF PLAYERS AGREE. SCORING FOR BALLS ON THE FLAT SURFACE IS EXPLAINED ON THE NEXT PAGE.

WINNING THE GAME

MATCHES ARE PLAYED TO 20 (BUST RULE, CALLED A SCREAMER IS EXPLAINED BELOW).

A PLAYER MUST WIN THE MATCH BY FINISHING ON TOP IN THE TOWER. BECAUSE OF THIS, **FLAT SURFACE POINTS ARE NO LONGER AWARDED AFTER A PLAYER REACHES 18 POINTS.** THEY CAN BE USED TO CANCEL OPPONENTS BALLS ON THE FLAT SURFACE, BUT THEY DO NOT COUNT TOWARDS A PLAYERS SCORE (applies only if balls on flat surface are being recognized as points earned).

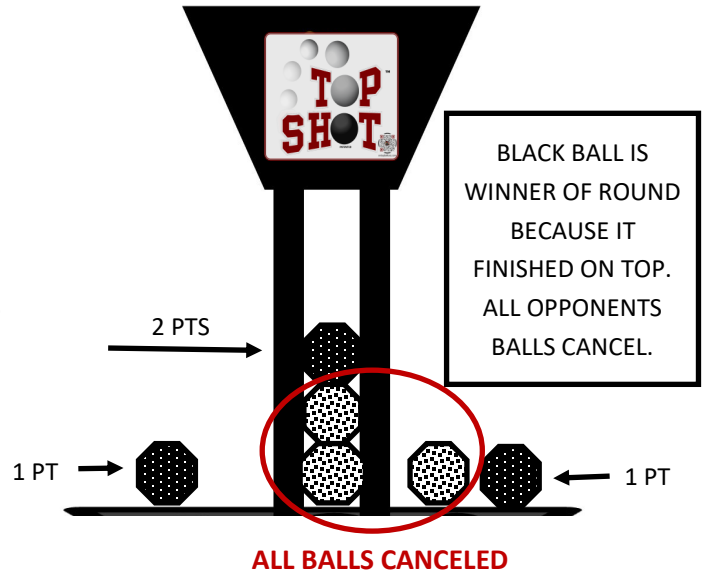
- **SCREAMER RULE: IF A PLAYER GOES OVER 20 POINTS IN THE ROUND, THE TOTAL NUMBER OF POINTS SCORED IS SUBTRACTED FROM THEIR SCORE BEFORE THE ROUND STARTED. FOR EXAMPLE, IF THEY HAD 18 POINTS GOING INTO THE ROUND AND SCORES 4 POINTS, THEIR NEW SCORE WOULD BE 14 (18-4) . NOTE: BALLS ON THE FLAT SURFACE CANNOT RESULT IN A BUST.**

(HOW TO SCORE TOP SHOT IS ON THE NEXT PAGE)

TOP SHOT SCORING *ONLY 1 PLAYER CAN SCORE EACH ROUND

TOWER POINTS

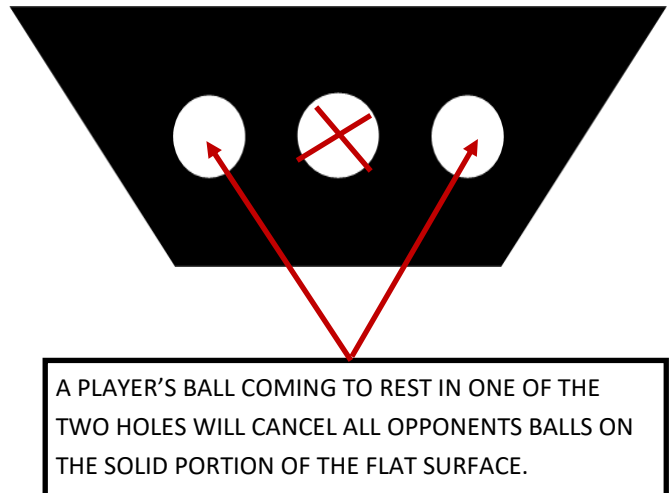
- THE BALL ON TOP WITHIN THE TOWER WINS THE ROUND & IS THE ONLY PLAYER AWARDED POINTS.
- 2 POINTS FOR EACH BALL THE PLAYER MADE, FOR A MAX OF 6 POINTS.
- THESE TOWER POINTS ARE IN ADDITION TO POINTS THE WINNING PLAYER EARNED ON THE FLAT SURFACE.
- **ALL OPPONENTS BALLS ARE CANCELED** REGARDLESS OF LOCATION (WHETHER IN THE TOWER OR THE FLAT SURFACE).



FLAT SURFACE POINTS (OPTIONAL SCORING)

- 1 pt. PER BALL ON THE FLAT SURFACE IS AWARDED TO THE PLAYER FINISHING ON TOP IN THE TOWER.
- IF NO BALLS ARE IN THE TOWER :

A PLAYERS BALL COMING TO REST WITHIN ONE OF THE TWO HOLES ARE WORTH 1 POINT & **CANCELS ALL OPPONENTS BALLS** ON THE SOLID PORTION OF THE FLAT SURFACE. IF AN OPPONENTS BALL LANDS IN THE OTHER HOLE, THESE TWO CANCEL EACH OTHER . ALL REMAINING BALLS ON THE FLAT SURFACE COUNT AS 1 POINT (CANCELLATION SCORING APPLIES TO THESE REMAINING BALLS).



IMPORTANT NOTE ABOUT FLAT SURFACE POINTS: FLAT SURFACE POINTS CAN ONLY BE EARNED UNTIL A SCORE OF 18. AFTER 18, A PLAYERS BALL ON THE FLAT SURFACE CAN CANCEL AN OPPONENTS BALL(S), BUT IT CANNOT ADD TO THEIR POINT TOTAL. THEREFORE, IT IS NOT POSSIBLE FOR A PLAYER TO BUST (GO OVER 20 POINTS) DUE TO THEIR BALLS LANDING ON THE FLAT SURFACE.

ABOUT BALLS THAT "SQUEEZE" THRU THE BARS OF THE TOWER (RARE OCCURRENCE)

- A BALL THAT SQUEEZES THRU THE BARS OF THE TOWER IS DISQUALIFIED FROM SCORING AND SHOULD BE REMOVED FROM THE TOWER.
- ALTERNATIVE 1

THE BALL IS TREATED AS A BALL WITHIN A HOLE ON THE FLAT SURFACE FOR SCORING PURPOSES, **ONLY IF IT'S THE FIRST BALL IN THE TOWER.** IN OTHER WORDS, IT CAN CANCEL OPPONENTS BALLS ON THE FLAT SURFACE AND/OR COUNT AS 1 PT.

- ALTERNATIVE 2

THE BALL IS TREATED AS A BALL IN THE TOWER AND IS WORTH 2 pts. IF IT IS EITHER THE TOP BALL OR A BALL FROM THE PLAYER WHO FINISHED ON TOP AT THE END OF THE ROUND.