

# 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.

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 WAIST DOWN ONLY (CHEST OR HEAD ASSIST IS NOT ALLOWED). **THE ASSIST CAN ONLY HAPPEN BEFORE THE BALL TOUCHES THE GROUND.**

**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.

### WINNING THE GAME

**MATCHES ARE PLAYED TO 20.**

**A PLAYER MUST WIN THE MATCH BY FINISHING ON TOP IN THE TOWER.** THEY CAN WIN THE MATCH WITH A COMBINATION OF POINTS EARNED ON TOP IN THE TOWER & ON THE FLAT SURFACE, BUT **THEY CANNOT WIN WITH FLAT SURFACE POINTS ONLY.** 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. IN THIS WAY, A PLAYER MUST HAVE THE TOP SHOT IN THE TOWER TO BE AWARDED THE 2 POINTS NECESSARY TO ACHIEVE A SCORE OF 20, AND THE WIN.

IF A PLAYER SCORES MORE THAN 20 POINTS IT IS CALLED A SCREAMER (BUST).

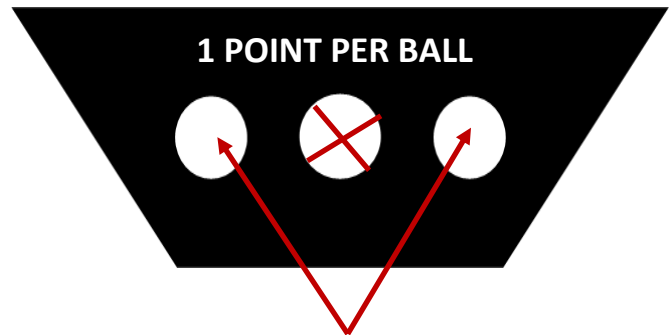
- **SCREAMER RULE: IF A PLAYER GOES OVER 20 POINTS IN THE ROUND, THE TOTAL NUMBER OF POINTS SCORED IS SUBTRACTED FROM THEIR SCORE BEFORE THE ROUND STARTED. FOR EXAMPLE, IF THEY HAD 18 POINTS GOING INTO THE ROUND AND SCORES 4 POINTS, THEIR NEW SCORE WOULD BE 14 (18-4) .**

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

# TOP SHOT SCORING \*ONLY 1 PLAYER CAN SCORE EACH ROUND

## FLAT SURFACE POINTS

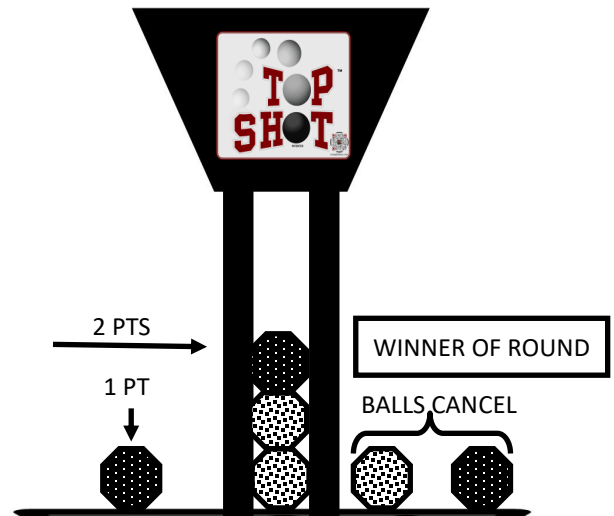
- CALCULATED BEFORE POINTS IN THE TOWER.
- A PLAYERS BALL COMING TO REST WITHIN ONE OF THE TWO HOLES ARE WORTH 1 POINT & **CANCELS ALL OPPONENTS BALLS** ON THE SOLID PORTION OF THE FLAT SURFACE. IF AN OPPONENTS BALL LANDS IN THE OTHER HOLE, THEY CANCEL EACH OTHER . ALL REMAINING BALLS ON THE FLAT SURFACE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



A PLAYER'S BALL COMING TO REST IN ONE OF THE TWO HOLES WILL CANCEL ALL OPPONENTS BALLS ON THE SOLID PORTION OF THE FLAT SURFACE.

## 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).



## ABOUT BALLS THAT "SQUEEZE" THRU THE BARS OF THE TOWER

- 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** THERE ARE NO OTHER BALLS IN THE TOWER. IN OTHER WORDS, IT MUST BE THE ONLY BALL TO OCCUPY THE SPACE OR IT DOES NOT COUNT AND SHOULD BE REMOVED FROM THE TOWER.
- ALTERNATIVE 2  
A 1 POINT DEDUCTION IS IMPOSED AND THE BALL IS REMOVED FROM THE TOWER.

