



YARD GAMES *Cheat Sheet*

ROSTERS

- A full team consists of 2 players, there are no gender restrictions for this league.
- If a member of a team is absent, a sub may be recruited to play.

GAME PLAY

- Oversized Beer Pong is played by teams of two in which each team takes turns throwing a hockey ball into the other team's buckets. Once a ball lands in a bucket, the bucket is taken away immediately (even if it is mid-turn). The team that successfully removes all of the opponent's buckets first wins the game.
- To start the game, Team Captains will play rock-paper-scissors and the winner will decide which team throws first.
- When it's Team A's turn, each player on Team A will throw 1 ball. Then each player on Team B will throw.
- Players' waists must stay behind their own buckets when throwing (hands/arms/elbows/etc. may extend over the end of the buckets).
- In the unlikely event that a ball hits an opponent's bucket(s) and comes back towards the thrower's side (past half), it can be re-thrown by either player. There will be no battling at the half-way line for balls.
- Balls are not to be bounced on the ground before hitting/entering a bucket.
- The buckets will be 're-racked' at 3 buckets, even if it is mid-turn.
- If both players on a team sink their shots on the same turn, that team will get 1 additional rollback shot, not two. The only exception to this rule is during redemption.
- Once a team has successfully thrown the ball into all of the other team's buckets, the other team may have a chance at 'redemption'.
- Each player on the 'losing' team will have one chance to sink the ball into the other team's bucket. Players will throw until they miss. If they continue to make shots, and eliminate all the other team's buckets, each team will set up 3 buckets in a triangle formation and continue to play until there is a clear winner.
- Teams will play as many games as possible in 40 minutes. Players are expected to call their own violations and fouls, whenever possible.

GAME PLAY

- Cornhole is played by teams of two in which each team takes turns throwing beanbags into the cornhole board.
- A member of each team will be behind each board. Opponents from behind the same board will throw 4 bags each, alternating. Then the opposite side will have a turn.
- A player's feet may not go past the front edge of the board.
- When all 8 bags have been tossed to the other side, add up the score. A bag remaining on the board is worth 1 point and a bag that went in the hole is worth 3 points. Add up how many points each team earned. Equal points cancel each other out so that only one team can score per round. The team that earned points in the previous round will throw first in the next round.
- There are no 'hangers' (i.e. there are no extra points associated with bags that are hanging over the hole).
- If a bag is hanging off the edge of the board and possibly touching the ground and teams cannot decide if it's on the board or not, lift the board up from the front and if the bag stays on the board, it will count. If the bag falls off, it does not count.
- A game is won when a team reaches 21 points. Unlike other variations, if a team goes over 21 points, there is no penalty.
- Teams will play up to 5 games to 21 points in 40 minutes. If a team is winning when 'time' is called and they have at least 11 points, they will be awarded the game win and match ties are allowed. If the team ahead has less than 11 points, the game does not count towards the final score.