

YARD GAMES

Tournament Rules



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1. FACILITIES AND EQUIPMENT

The SSC rents all courts/fields/diamonds from private facilities. As tenants, players must respect the standards and rules of each facility:

- Alcohol consumption and smoking on the courts/fields/diamonds is prohibited.
- Please refer to the Google Maps for parking information; no parking in restricted areas.
- All public by-laws apply when using a court, including: excessive noise, offensive language, littering, etc.
- Be respectful to homeowners, community residents and anyone else sharing the surrounding area.
- Players are responsible for all property damage that results from their actions, including vehicles.

Facility Complaint Policy: Any player who causes the SSC to receive an official complaint regarding a facility is subject to a \$100 fine and possible suspension from the tournament and leagues.

2. SPORTSMANSHIP

The SSC encourages a ‘fun-first, winning-second’ attitude in all tournaments. All players are expected to abide by the SSC sportsmanship policies, including:

- Controlling emotions and actions at all times.
- Treating the facility, equipment, staff, other players, and coordinators with courtesy and respect.
- Avoiding retaliation under any circumstance.
- Providing feedback in a constructive manner to the SSC staff and being open to feedback from the SSC staff.

ZERO TOLERANCE POLICY

SSC Staff (including Games/Event/Beach Volleyball Coordinators) reserve the right to remove players immediately from a facility and/or league, tournament, or event if they are involved with any of the following acts toward a coordinator, facility staff, player, or spectator:

- Using racial, ethnic, homophobic, fatphobic, gendered, transphobic, sexist, sexual, disability or other slurs
- Swearing directly at another person
- Intentionally pushing, shoving, or making physical contact with another person
- Instigating and/or retaliating in an altercation
- Displaying disrespectful or threatening behavior

If a player is ejected due to unsportsmanlike play, they must vacate the facility immediately, inclusive of the parking lot.

In addition to being dismissed from the game, the player(s) or team may be removed from the tournament with no refund and future league suspensions may be issued.

REPORTING SPORTSMANSHIP CONCERNS

- If during the game there is a concern with the other team, the issue should be addressed respectfully with the opposing Team Captain at the appropriate time (during play on the sidelines or breaks in the game).
- If the issue still seems unresolved at the end of the game, captains should further discuss the issue with the SSC staff and opposing Team Captain.

3. ROSTERS

Format	Total # of Players Required on the Court	Minimum # of F Players Required on the Court	Maximum # of M/X Players Allowed on the Court
Open 2's	2	0	2

The SSC welcomes people of all gender identity or expression. Minimum female player requirements are inclusive of anyone who identifies as a female (i.e. players who identify themselves as M and X will not count towards female player minimums).

- All players on the roster must have accepted their MySSC invite prior to the tournament.
- There are no co-ed requirements in SSC Yard Games Tournaments.
- When competing in semi-finals and finals, all players participating must have played at least 1 game with the team during the round robin.

4. TOURNAMENT SPECIFIC RULES

GAME PLAY EXPECTATIONS

- Before the game, the captains will meet to introduce themselves, review the basic rules or sportsmanship issues that need to be emphasized.
- Team Captains are to communicate their expectations to each other. At the end of the pre-game meeting, Team Captains are required to communicate all information with their players.
- At the end of the game, all players shake hands and Team Captains meet to discuss any issues with the game.

YARD GAMES ETIQUETTE

There are specific Yard Games etiquette guidelines that must be honoured by all players:

- Players sitting on the bench/sideline must not chatter at the players about possible rule violations. This behavior always leads to frustration and escalated tension. If your opponent seems unaware of a rule, please discuss the discrepancy calmly amongst the captains between games.
- It is unsportsmanlike for teams to not know the rules. While a team may be 'just out to have fun', they can ruin the experience for everyone if they are constantly violating rules.
- While Captains are encouraged to know the rules, it is unsportsmanlike to constantly refer to the rulebook and continually remind your opponent about minor discrepancies.

- Public displays of anger have no place in SSC Tournaments. Players doing this are to be removed from the game.
- Directing foul language at an opponent is cause for automatic removal from the game. Captains MUST honour this rule and are obligated to sit or remove from the game any of their players/spectators who are not displaying proper etiquette.
- Drinking alcohol during the games is a fineable offence and is not permitted. Players must not leave any type of garbage on or around the field after the game – the field must be left in cleaner condition than it was when players arrived.

GENERAL RULES

- Drinking alcohol during the games is a fineable offence and is not permitted.
- Yard Games are played with a number of variations to the rules depending on where games are played, and who is playing. The rules stated below are the simplest variations possible. Before each game, Team Captains should meet to discuss the rules and ensure that all of the rules are clear, and understood by all players. Consult an SSC staff member if you have any questions.
- Be sure to constantly communicate the score during all games.
- Players are free to 'distract' their opponents in a sportsmanlike manner (e.g. dancing, singing, playful heckling, etc.), however, they are not allowed to cover/block the target, or be in front of the target at any time.
- All round robin matches and playoff matches (with the exception of all championship games) will be 30 minutes in length including warm-up. Teams will play as many games during that period as possible.
- Matches that start late will still end as per the scheduled end time on the schedule.
- Championship matches will not have time limits.
- If a team is not at the correct station at the time listed on the schedule, they will forfeit the first game. If a team does not arrive within 10 minutes of the start time, they will forfeit the entire match.

BOCCE

GAME PLAY

- All players line-up at the same point.
- The object of the game is to throw your ball (large ball) the closest to the jack (small ball).
- There are 4 balls to a side, or team, and they are made in 2 (or 4) colours to distinguish the balls of one team from the 4 balls of the opposing team.
- Rock-paper-scissors will determine which team has the jack and which colour balls that team selects.
- The jack is thrown out by a member of the team having won rock-paper-scissors to start the game.
- The same player throwing the jack must deliver the first bocce ball.
- The opposing team will then deliver their first bocce ball.
- Teams will then alternate bowling their balls until all balls have been delivered.
- A team has the option of rolling, throwing, bouncing, banking, etc. its ball down the field provided it does not go out-of-bounds (off the field).

- A player also has the option of "spocking" or hitting out any ball in play in trying to obtain a point, or decreasing the opposing team's points.

SCORING

- At the end of each frame (when both teams have exhausted 4 balls each), teams will determine the points scored.
- To determine the number of points scored, count all of the balls of one team that are closer to the jack than the closest ball of the opposing team, which can be determined by viewing or by measurement (just like Curling).
- In the event that the two balls closest to the jack belong to opposing teams and are exactly the same distance from the jack, no points will be awarded, and the jack returns to the team which delivered it.
- Only balls which are distinguishably closer to the jack than any opponent's balls may be awarded points.
- Teams will play as many games to 9 points as possible in 30 minutes. When the 3-minute warning is called, players may not start a new game and if teams are in the middle of a game, teams can finish the current round. Whichever team is ahead at the conclusion of the round will be awarded the game win and match ties are allowed. The ESSC does not need to know the score of each game; please record the score based on how many games were won by each team at the score table immediately after the match or both teams will receive a 0.

LADDER GOLF

GAME PLAY

- Teammates line-up across from each other, behind the ladders.
- The object of the game is to get the bolas to catch/wrap on one of the rungs.
- Rock-paper-scissors will determine which team throws first.
- Opponents from behind the same ladder will throw 3 bolas each, alternating. Then the opposite side will have a turn. Both players must remain behind the ladder when throwing their bolas.
- The top rung is worth 3 points, middle is 2 and bottom rung is 1 point.
- There is no set way to throw a bola, therefore a player may toss anyway they like and can even bounce a bola on the ground.

SCORING

- After a round is played, points for each team are totaled. 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. For example, if Team A scores 5 points and Team B scores 3, Team A will add 2 points to their overall score and will throw first in the next round. If Team A scores 6 points and Team B scores 6 as well, there will be no points awarded and whoever threw first in the last round will throw first again.
- If a bola wraps around two rungs, they receive the points valued for both rungs. For example, if a player throws a bola and it wraps around the middle rung (2 points) and the bottom rung (1 point), the player is awarded 3 points.
- 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 as many games to 21 points as possible in 30 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. The ESSC does not need to know the score of each individual game; please record the score based on how many total games were won by each team at the score table immediately after the match or both teams will receive a 0.

SPIKEBALL

GAME PLAY

- Opposing team members line-up across from each other, with the Spikeball net in the middle.
- The object of the game is to hit the ball off the net in such a way that the opposing team cannot return it.
- Play begins with a serve (rock-paper-scissors determines who serves first). To serve, a player hits the ball off the net towards the opponent directly across from them (the returner). The serve must be into the returner's wheelhouse (i.e. it must be returnable).
 - Serve order must be determined before play begins. The order must alternate between the two teams (i.e. Teammate 1 from Team A, Teammate 1 from Team B, Teammate 2 from Team A, Teammate 2 from Team B).
 - At the time of the serve, all players (except the returner) must be 6' away from the net.
 - If the serving team wins the point, the server switches sides with their partner and serves to the other opponent. Once the serving team loses the point, the other team will serve according to the serve order determined at the start of play.
 - If the ball hits the rim, the ground, or bounces twice on a serve, it is a fault and the server has another chance to serve. If the second attempt results in a fault, possession changes and the other team receives a point.
- Teams have 3 touches to get the ball back onto the net, at which point possession changes. No player may touch the ball more than once in a row (like in volleyball).
- After the serve, players may move around the net as they wish (it's a 360-degree playing area), as long as they do not impede the other team's movement. If a team is impeded in getting to the ball, re-serve the point.

SCORING

- Spikeball uses rally scoring: points can be scored by the serving or the receiving team.
- The rally ends and a point is awarded when:
 - The ball contacts the ground or isn't returned within 3 touches.
 - The ball is hit directly onto the rim at any time (including on the serve).
 - The ball bounces and falls back onto the net (or the rim), resulting in a double bounce.
 - The ball rolls across the net.
- Teams will play as many games to 15 points as possible in 30 minutes. If a team is winning when 'time' is called and they have at least 8 points, they will be awarded the game win and match ties are allowed. If the team ahead has less than 8 points, the game does not count towards the final score. The ESSC does not need to know the score of each individual game; please record the score based on how many total games were won by each team at the score table immediately after the match or both teams will receive a 0.

CORNHOLE

GAME PLAY

- Teammates line-up across from each other, behind the cornhole boards. The object of the game is to throw bean bags into the hole or onto the board.
- Rock-paper-scissors will determine which team throws first.
- 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. If they do, the throw does not count and there is no re-throw.

SCORING

- 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. For example, if Team A scores 5 points and Team B scores 3, Team A will add 2 points to their overall score and will throw first in the next round. If Team A scores 6 points and Team B scores 6 as well, there will be no points awarded and whoever threw first in the last round will throw first again.
- 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 30 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. **UNIQUE TO CORNHOLE:** The ESSC does need to know the score of each individual game played; please record the scores at the score table immediately after the match or both teams will receive a 0.

KANJAM

GAME PLAY

- Teammates line-up across from each other, behind the goals.
- The object of the game is to throw a disc into a goal. Teammates may deflect the disc to get it into the goal, or let the disc enter the goal on its own.
- Rock-paper-scissors will determine which team throws first.
- Partners stand at opposite goals. After both partners complete one throw each, the disc is given to the opposing team for their turn.
- When a player is throwing the disc, their teammate is referred to as a 'deflector'.
- Deflectors can move anywhere within the playing area to redirect the disc, while throwers must stand behind the goal to throw.
- Deflectors can only use one hand to redirect the disc.

- The disc may not touch the ground before striking the goal.

SCORING

- Scoring is as follows:
 - 1 Point: deflector redirects disc and it hits any part of the goal
 - 2 Points: thrower hits the side of the goal unassisted by their partner.
 - 3 Points: deflector redirects the disc and it lands inside the goal.
 - 5 Points: thrower lands the disc inside the goal, through the top, unassisted by their partner.
 - Instant Win: thrower lands the disc inside the goal unassisted by their partner, through the slot on the front of the goal.
- No score will result if the deflector double hits, carries, catches, or uses 2 hands to deflect the disc.
- Teams will play as many games to 15 points as possible in 30 minutes. When the 3-minute warning is called, players may not start a new game and if teams are in the middle of a game, each team will get 1 more full turn. Whichever team is ahead after the extra turns, will be awarded the game win and match ties are allowed. The ESSC does not need to know the score of each game; please record the score based on how many games were won by each team at the score table immediately after the match or both teams will receive a 0.

OVERSIZED BEER PONG

GAME PLAY

- Teammates line-up beside each other, behind the buckets.
- The object of the game is to remove all of the opposing teams' buckets. Teams will take turns throwing a softball 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).
- Rock-paper-scissors will determine 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.
- There is no interfering with the ball once it has been thrown.
- Balls are not to be bounced on the ground before hitting/entering a bucket.
- The buckets will be 're-racked' at 3 buckets (i.e. make the remaining 3 buckets into a triangle), even if it is mid-turn.
- Rollbacks:
 - 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.
 - Either teammate may take the rollback shot.
- 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.

SCORING

- The team that successfully removes all of the opponent's buckets first wins the game.
- Teams will play as many games as possible in 30 minutes. When the 3-minute warning is called, players may not start a new game and if teams are in the middle of a game, each team will get 1 more full turn. Whichever team is ahead after the extra turns, will be awarded the game win and match ties are allowed. The ESSC does not need to know the score of each game; please record the score based on how many games were won by each team at the score table immediately after the match or both teams will receive a 0.

BEERSBEE

GAME PLAY

- Teammates line-up beside each other, behind the pole.
- The object of the game is to hit the opponents' pole or 'target' (i.e. a water bottle) to score points.
- Rock-paper-scissors will determine which team throws first.
- When it's Team A's turn, one player on Team A will throw the disc towards the opponents' pole or target. Then one player on Team B will throw. Throwing must alternate between team members each round.
- Each player must stay behind their pole at all times. players may not step in front of the pole while catching or throwing.
- If the target is knocked off of its pole, the defending team should try to catch the target before it hits the ground.
- If a disc does not make it past the opponent's pole, the opposing team is allowed to throw it from where it landed on their next turn.
- Interference with the disc while it is in flight before passing the pole is not allowed.

SCORING

- A team earns 2 points if they make a direct hit to the target and it falls to the ground.
- A team earns 1 point if they hit the opponent's pole which knocks the target to the ground.
- If the target is caught by the defending team before it reaches the ground, no points will be awarded.
- Teams will play as many games to 5 points as possible in 30 minutes. When the 3-minute warning is called, players may not start a new game and if teams are in the middle of a game, each team will get 1 more full turn. Whichever team is ahead at the conclusion of the round will be awarded the game win and match ties are allowed. The ESSC does not need to know the score of each individual game; please record the score based on how many total games were won by each team at the score table immediately after the match or both teams will receive a 0.

5. REPORTING AND STANDINGS

After each game/match, both captains must ensure that the scores are written on the appropriate standings print-outs provided by the SSC. Teams that do not report scores will receive a zero for that game/match.

HOW TEAMS ARE RANKED

At the end of the round robin, teams will be ranked based on the criteria below:

1. Match Points; Matches Won (2 pts.), Lost (0 pts.) or Tied (1 pt.)
2. Game Differential (Games Won – Games Lost)
3. Total Games Won
4. Results in the Round Robin Match Versus the Team you are Tied With (*if applicable*)
5. Cornhole Point Differential (Total Points For Minus Total Points Against)
6. The SSC staff will flip a coin to determine who places higher

6. WEATHER

This tournament is an all-weather event and will take place, rain or shine. Players are expected to come prepared to play through some not-so-great weather. Unplayable conditions include: very heavy rain, snow, hail or thunder and lightning.

Although some weather conditions are not ideal to play through, we must ensure that we utilize the playing time we have. If you are not sure whether to continue playing or not, please wait for an update from an SSC representative.