

YARD GAMES

League Rules



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1. COORDINATORS

An on-site Coordinator is hired by the CSSC to facilitate games and manage the facility on a daily basis.

ROLES OF THE ON-SITE COORDINATOR

- Arrive early and ensure game are set up and ready to play
- Set-up all of the required equipment and ensure that the equipment is in good working condition
- Update players with pre-game announcements
- Act as the on-site contact and ensure that the facility guidelines are being adhered to by the players
- Ensure that games start and end on time
- Submit the scores to the CSSC office

ROLES OF PLAYERS IN THE LEAGUE

- Provide the Coordinator with their undivided attention during announcements
- Arrive 15 minutes prior to game time and be ready to start on time
- Record the game results on the score sheet after each game/match

2. COURT REQUIREMENTS

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

The CSSC welcomes people of all gender identity or expression. Minimum female 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 minimums).

3. DEFAULT MINIMUMS & SCORES

League	Minimum Players to Avoid Default	Default Score
Open 2's	2	Dependent on Sport

4. FORMAT & EQUIPMENT

GAME FORMAT

- All games will be played on the Beach Courts at Marda Loop Community Association
- Teams will play two matches per night against different opponents
- Each match will be a best-of-three games format
- The game will change each week. Teams will play Cornhole, Beersbee, Kanjam, and Ladder Golf.

GENERAL RULES

- Yard Games are played with several 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 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.

EQUIPMENT

- All Equipment will be supplied by the CSSC and set-up by the Coordinator prior to arrival.
- Please do not bring your own equipment in order to ensure consistency across all games.

5. CORNHOLE

GAME PLAY

- Teammates line-up across from each other, behind the cornhole boards. The object of the game is to throw the 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.
 - For example, if Team A scores 5 points and Team B scores 3 points, Team A will add 2 points to their overall score.
- 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 touching the ground, 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 best-of-3 games per match, with all games going to 21 points. The maximum playing time is 45 minutes per match. If you haven't finished your match by the 45-minute mark, your current scores will be recorded.

6. 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 best-of-3 games with all games going to 15 points. The maximum playing time is 45 minutes per match. If you haven't finished your match by the 45-minute mark, your current scores will be recorded.

7. 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 have 45 minutes and will play three games to 21 points. If time is called and the third game has not reached 21 points, as long as at least 11 points have been played, the win will be awarded to the team currently in the lead when time was called. If 11 points have not been played, the game does not count towards the final score. The SSC 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.

8. 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 always stay behind their pole. Players may not step in front of the pole while catching or throwing.
- If the target is knocked off 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 best-of-3 games with all games going to 5 points. The maximum playing time is 45 minutes per match. If you haven't finished your match by the 45-minute mark, your current scores will be recorded.