EASTPOINT®

LAWN GAMES
RULES & SPECIFICATIONS

www.eastpointsports.com

INTRODUCTION

About EastPoint® Sports

EastPoint® Sports designs and delivers home recreational products that offer the best price-value relationship in the industry. Our talented and creative team is unmatched in their experience and pride. Our innovative approach to all aspects of our business enables us to provide products that are enjoyable for our consumers. We take pride in our products, and at the end of the day, we are proud to share them with family, friends, and our consumers because they represent quality, innovation, value and fun.

Our EastPoint® Sports team is always striving to provide our consumers with great new products at a great value. We are passionate about our products and take great satisfaction knowing that our hard work results in a quality product that offers individuals and families hours of enjoyment. At EastPoint® Sports, family, friends, and fun are the name of the game. This is how we have fun and we hope you do too!

Why Play Lawn Games?

Playing lawn games is fun! Also, playing lawn games can increase physical activity. Regular physical activity has many proven health benefits including the following:

- Stronger bones;
- Reduced stress and anxiety;
- Reduced blood pressure;
- Increased self-esteem; and
- Healthier body weight.

How Do You HELP Make EastPoint® Products More Fun?

Submit your own house rules or product invention ideas online at www.eastpointsports.com.

Do You Need More Information?

Visit us online at www.eastpointsports.com for more information.

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Badminton/Majik® Smash



History of Game

Badminton was invented 2,000 years ago in ancient Greece and Egypt. Originally, it was a child's game, called battledore and shuttlecock, and two players hit a feathered shuttlecock back and forth with small rackets. Badminton became an official sport at the 1992 Olympic Games in Barcelona, Spain. Today, television brings the action, excitement, and explosive power of badminton into homes around the world!

Object of Game

The object of Badminton is to serve and hit the shuttlecock over the net and into your opponent's court so well that it cannot be returned. Each Badminton game is played to 21 points. The first team who wins the best of three games wins the Badminton match!

1. Get Ready!

- Before you begin, recruit one person (i.e., singles) or three people (i.e., doubles) to play with you. Each player uses one Badminton racket.
- Find a level playing area on grass or sand.
- Stretch to warm up your muscles.

2. Get Set!

- Setup the net according to the Badminton instructions.
- Make each side of the court equal in size. See Figure A. We recommend measuring 22-feet deep per side. If you do not have measuring tape or enough space for 22-feet deep on each side, use your stride to step out the same number of steps per side.
- Mark the back four corners of the court for out-of-bounds. We like to use extra T-shirts as markers.
- Practice your serve as shown in Figure B. The Badminton racket must make contact with the shuttlecock below the waist on a serve.
- Rally for serve. The player or team who wins the rally decides whether to serve first or choose their end of the court.

Figure A: Badminton Court

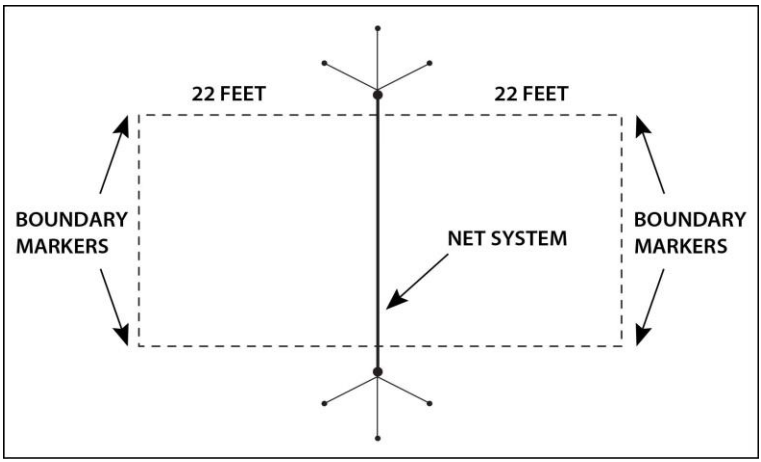
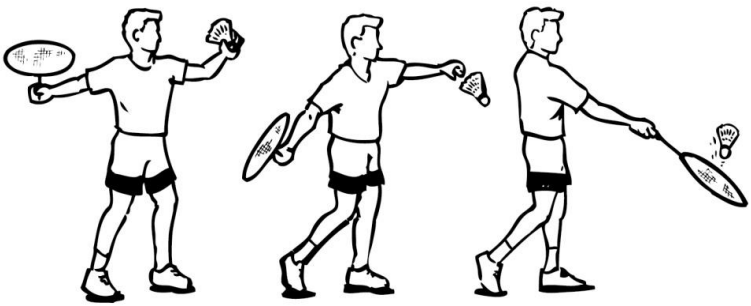


Figure B: Badminton Serve



3. Go Play! Doubles and Singles

- Keep score with the rubber rings on the net poles. As each player or team gains a point, they move their ring up a number on the pole. The first player or team to reach 21 wins the game!
- To begin the game, the server uses their EastPoint® Badminton racket to hit the shuttlecock over the net. The serve must travel diagonally (i.e., cross court) to be good. The server has two tries to make a good serve. If the serve is successful, the server and opponent, *or the serving team and the opposing team for doubles*, volley the shuttlecock until it hits the ground. Now play for that point is over.
- Remember, only the serving side can score a point! The serving side scores a point when:
    1. The opponent hits the shuttlecock and it lands out of bounds;
    2. The opponent fails to hit it over the net; or
    3. The shuttlecock lands within bounds in the opponent's court.
- The opponent wins the serve when the server, *or serving team for doubles*:
    1. Fails to make a good serve in two tries;
    2. Fails to return the shuttlecock; or
    3. Hits it out of bounds.
- A shuttlecock can be played off the net during a volley.
- A shuttlecock hitting a boundary line is "in."
- Faults in the game of Badminton result in the loss of a point or the loss of a serve. They are often called "outs." They include the following:
    1. One player hitting the shuttlecock twice in succession;
    2. A shuttlecock hitting the ground completely outside the boundary line;
    3. A shuttlecock that passes through the net is "out." Yes, it is possible.
    4. A shuttlecock that is caught in the net is "out." When this happens just release the shuttlecock from the net;
    5. A shuttlecock that is caught in the player's racquet. This too is possible. When this happens just release the shuttlecock from the racket;
    6. A shuttlecock that touches the ceiling or walls; and
    7. A shuttlecock that touches the player or the clothes of the player.

4. Singles Rules

- When the server's score is an even number, the serve is taken from the right side.
- When the server's score is an odd number, the serve is taken from the left side.

5. Doubles Rules

- The server serves the shuttlecock from the right service court across the court to the opponent that is diagonally across from the server. The server has two serves to make this happen or else loses the serve.
- Only the opponent who is diagonally across from the server is allowed to hit the shuttlecock on that play. If the opponent's partner touches or hits the shuttlecock, this is a fault and the serving team scores a point.
- When serving at the start of a Badminton game, the serve and receive is from the right service court.
- When the serving side has scored an even number of points, serve and receive from the right service court.
- When the serving side has scored an odd number of points, serve and receive from the left service court.

Game Variations

A Shorter Game

Reduce the amount of points needed to win the game to 15 or 11 points for quicker game play.

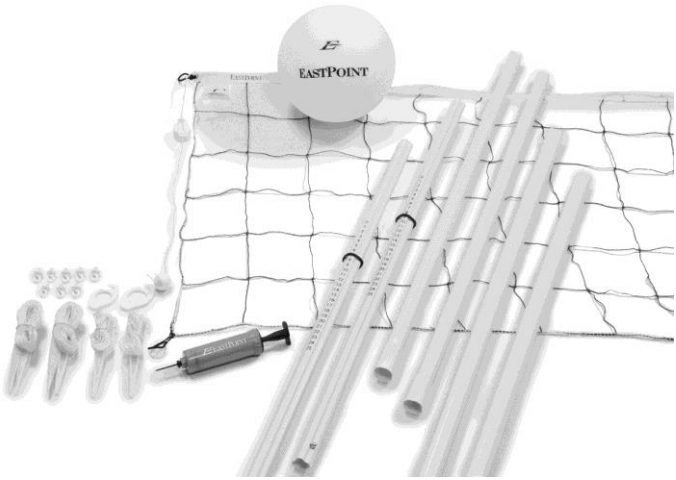
Majik® Smash

Majik® Smash can be played according to the badminton rules listed above or play without the net and count how many times players can hit the Majik® Shuttle back and forth without it hitting the ground.

Game Trivia

Sixteen feathers from the left wing of a goose are used to make professional shuttlecocks. This gives the professional shuttlecocks a precise and standard spin. By the way, no geese were harmed to produce the EastPoint® Badminton shuttlecocks!

Volleyball



History of Game

The Volleyball Hall of Fame is in Holyoke, Massachusetts, which is the birthplace of the sport. In 1895, William G. Morgan, an instructor at a YMCA in Holyoke, Massachusetts, decided to blend elements of basketball, baseball, tennis, and handball to create a new and unique game. On July 7, 1896, the first official game of volleyball was played at Springfield College in Massachusetts. Today there are more than 46 million Americans and 800 million players worldwide who play volleyball at least once a week.

Object of Game

Players from each Volleyball team hit the ball, using their hands, over the net to the opposing team without the volleyball touching the ground. Players help their teammates by passing each other the ball. Points are scored when the ball hits the ground. The first team to reach 25 points wins!

1. Get Ready!

- Gather players and create two evenly-matched teams.
- Find a level grass or sand playing area.
- Stretch to warm up your muscles.

2. Get Set!

- Setup the net according to the EastPoint® Volleyball instructions.
- Make each side of the court equal in size. See Figure C. We recommend measuring 30-feet deep per side. If you do not have measuring tape or enough space for 30-feet deep on each side, use your stride to step out the same number of steps per side.
- Mark the back four corners of the court for out-of-bounds. We like to use extra T-shirts as markers.
- Practice your serve. See Figures D and E for an underhand and overhand serve, respectively.
- Volley for serve. The team who wins the volley serves first.

Figure C: Volleyball Court

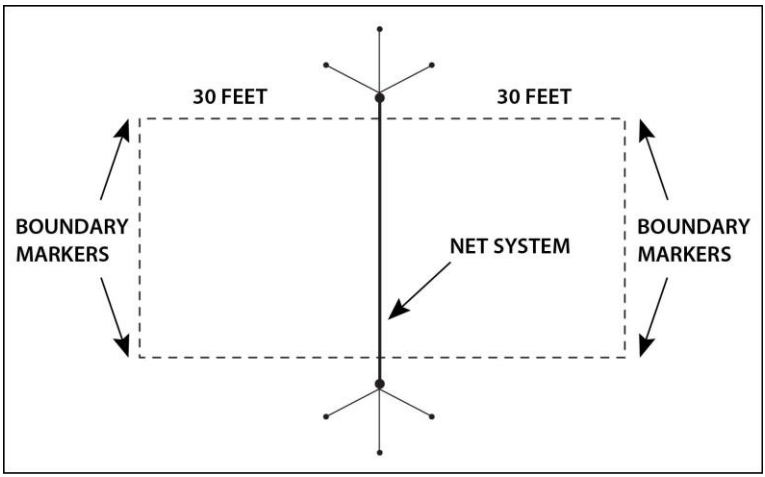


Figure D: Volleyball Underhand Serve

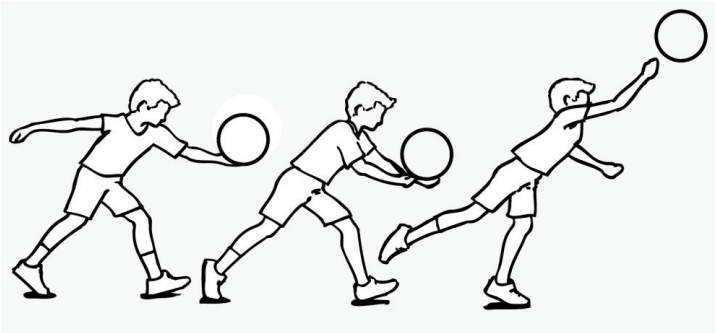
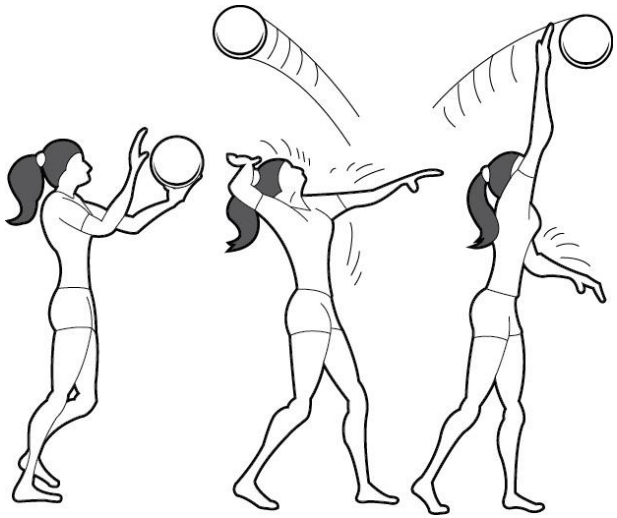


Figure E: Volleyball Overhand Serve



3. Go Play!

- The first team scoring 25 points wins the Volleyball game.
- Only the serving team can score a point. For example, when the opposing team hits the Volleyball out of bounds, or fails to get it over the net without it hitting the ground first, the serving team gets a point. If the serving team hits the ball and it lands within bounds in the opponent's court, the serving team gets the point.
- When the serving team hits the ball out of bounds or fails to get it over the net without it hitting the ground first, the serving team loses their serve. Now the opposing team has the serve.
- One player may not hit the ball twice in succession. It is considered a foul and results in losing the point.
- If your team has the ball, your team has only three passes to make it over the net.
- The ball can be played off the net during a volley, but not by the same player who hit it into the net. This is considered a double hit.
- A ball hitting a boundary line is "in."
- A ball is "out" if it hits the ground completely outside the boundary lines.
- Players may not lift, carry, or throw the ball.
- When a team gains the serve, the team rotates positions moving in a clockwise direction. This ensures that each player has a chance to serve.

Game Variations

Beach Volleyball

Play your EastPoint® Volleyball game on the sand at the beach!

Game Trivia

- The longest recorded volleyball marathon by two teams of six is 75 hours 30 minutes at Kingston, North Carolina in 1980.
- Volleyball terms:
  - An “ace” is when the ball is served to the other team, and no one touches it.
  - A “sideout” is when the team that served the ball makes a mistake, causing the ball to go to the other team.
  - A “roof” is when a player jumps above the height of the net, and blocks the ball.
  - A “stuff” is when a player jumps about the height of the net, blocks the ball, and the ball goes back at the opposing person who spiked the ball.
  - A “dig” is when a player makes a save from a very difficult spike.
  - A “kill” is when a team spikes the ball and it either ends in a point or a sideout.

Croquet



History of Game

The exact origins of Croquet are unknown to historians. What we do know is that Europeans played similar games with wooden hoops, balls, and mallets since the 13th century. The Irish game called Crookey, which resembled Croquet, was first played around 1830 and was brought to England twenty years later. Olympic Croquet was played at the 1900 and 1904 summer games and today the sport is competitive in over twenty countries, the major ones being Australia, New Zealand, the United Kingdom, and the USA. EastPoint® Croquet has been designed for the whole family to enjoy.

Object of Game

Croquet is played by two opposing teams. Players drive their ball with a mallet through wickets along a Croquet course. When a player hits their Croquet ball to the final stake after making it through the Croquet course, they have completed the course. The first team to complete the course wins. When all the players on a team have completed the course, the game is over.

1. Get Ready!

- Gather 2 to 6 players (depending on your set).
- Divide players into two teams.
- Find a level playing area. A standard Croquet course is 50 feet wide by 100 feet long, but may be adapted to fit any back yard by reducing the size or changing the shape of the course.
- Stretch to warm up your muscles.

2. Get Set!

- Setup the mallets according to the EastPoint® Croquet instructions.
- Layout the EastPoint® Croquet course similar to Figure F.
- Practice swinging the EastPoint® Croquet mallet and hitting the EastPoint® Croquet balls through the wickets.
- One team will be “hot,” and the other will be “cool.” Red, orange, and yellow Croquet balls are for the “hot” team, and green, black, and blue Croquet balls are for the “cool” team.
- Assign a Croquet ball color to each player.
- Look for the order of play on the end stakes showing colors from top to bottom. Realize that going first may not give a player or team any advantage.

Figure F: EastPoint® Croquet Layout

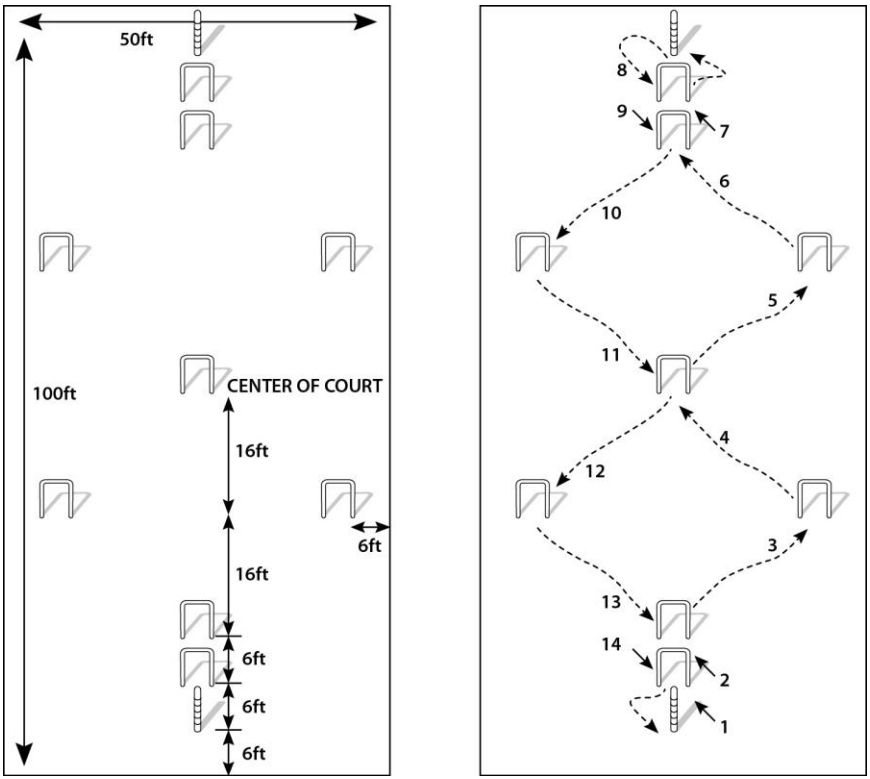


Figure G: Hitting the Croquet Ball



3. Go Play!

- Play through the Croquet course follows the arrows shown in Figure F.
- Start the game by placing the first ball mid-way between the first stake and the first wicket. The first player hits the ball with the mallet through both wickets into the Croquet course. If the Croquet ball passes through both wickets, the player receives two extra strokes, one for each wicket.
- When the first player is done, the next player hits their Croquet ball. Alternate between each team in order by Croquet ball color until all players have completed the course and hit the “home” stake.
- Place out-of-bound Croquet balls back in the Croquet court at approximately the place where the Croquet ball went out of bounds, one mallet length inward from the court boundary.
- Get an extra stroke on a turn for (1) going through a wicket, (2) hitting a stake, or (3) hitting another ball. When a player hits another player's ball, it is called a roquet.

- After roqueting an opponent’s ball, a player may select one of four options:

1. Play two extra strokes from where their own Croquet ball lands.
2. Place their own Croquet ball a single mallet head of length away from the roqueted ball, in any direction the player chooses. Take two bonus strokes from the new position.
3. Place their own Croquet ball next to the roqueted ball. Then hit their own Croquet ball with their mallet so that it moves both balls in a desired direction. The player now has one extra stroke.
4. Place their own Croquet ball next to the roqueted ball. Then, placing his or her foot on their own Croquet ball, use the mallet to strike their own Croquet ball so as to move the other Croquet ball without moving their own. The player now has one extra stroke.

- Discuss these additional rules with the players:
  - Extra strokes are not accumulated. They must be used immediately. Every stroke counts, even if the ball barely moves!
  - Play extra strokes from where the Croquet ball is located after going through a wicket or hitting a stake.
  - Playing out of turn results in a player losing their next turn.
  - A player who strikes another player's Croquet ball instead of their own must replace the other player's Croquet ball and lose a turn.
  - A player may try again if he or she missed their Croquet ball on a mallet swing.
  - Always strike the Croquet ball with a mallet. Pushing the ball with the mallet is not allowed. Using a foot or hand to stop the ball is also not allowed.
  - A ball has not completely passed through the wicket if the handle of the mallet can touch the ball when laid across the wicket from the side that the Croquet ball exited the wicket.
  - Do not roquet an opponent's Croquet ball a second time before your own Croquet ball hits another ball, passes through a wicket, or hits a stake.
  - No ball can roquet or be roqueted until it passes through the first wicket.
  - It is sometimes a team's advantage for a player to pass through all the wickets, but not hit the final stake. This allows the player to return to the field to help other team members. This player, however, must eventually go back and hit the final stake in order to complete the Croquet course. An opponent may roquet such a player's Croquet ball into the final stake just to get him or her out of the game.

Game Variations

Snow Croquet

Play your EastPoint® Croquet game in the snow! Pack loose snow down in a playing area. Use packed snow to hold down wickets. Bundle up, use your gloves and mittens, and have fun!

Beach Croquet

Play your EastPoint® Croquet game on the sand at the beach! Select an open beach area for the Croquet court that is away from people, their pets, and water. Consider a smaller Croquet court if the sand terrain is rough and rocky. Consider a larger Croquet court if the sand terrain is level and smooth. Have fun!

Game Trivia

- Russian cosmonauts were reported playing Croquet to relax and rehabilitate upon their return from space missions.
- Croquet has been played at both the North and South Poles.

Horseshoes



History of Game

The game of horseshoes, as we know it today, began with American soldiers of the Revolutionary War and the Civil War passing time with iron tent stakes and used mule shoes. The first World Horseshoe Tournament was held in the summer of 1910 in Bronson, Kansas. Today the sport is played in backyards and professional courts throughout the United States and Canada.

Object of Game

The main object of horseshoes is to ring a stake with the horseshoe or throw it as close to the stake as possible, gaining points or canceling out the opponent's points on an inning. The game is broken into innings. Each inning consists of four pitched horseshoes, two by each opponent. Play continues until one player or team reaches a predetermined score of 15, 21 or 40 points.

1. Get Ready!

- Before you begin, recruit one person (i.e., singles) or three people (i.e., teams) to play with you.
- Find a flat, level playing area at least 6 feet wide and 50 feet long.
- Stretch to warm up your muscles.

2. Get Set!

- Mark off two spots for the stakes 40 feet apart. Drive the stakes into the ground with a hammer until they extend 14 to 15 inches above the surface. Lean the stakes slightly toward each other no more than three inches. See Figure H.
- Anyone not actively throwing horseshoes remains on the opposite side of the stake at least 3 feet away.

- Do not walk to the opposite stake prior to the completion of the throws. Keep children and pets away from the playing area at all times!
- Practice throwing the horseshoe. Guidance on throwing is provided below:
  - Turns are the number of flips the shoe makes in flight. To get a horseshoe to turn, hold it by one of the shanks. See Figure I.
  - Hold the horseshoe as you would hold a dish or letter between your fingers and your thumb. The index finger and middle fingers are under the bottom of the horseshoe and curl over the inner edge of the horseshoe. Use your little and ring fingers to balance the horseshoe.
  - To get a 1 ¼ turn, hold the horseshoe near the middle of either shank. To get a 1 ¾ turn, hold the horseshoe on the shank close to the caulk on the bottom. Try both ways to see which works best for you.
- Decide on game points before starting the game. Possible game points include 15, 21, or 40 points.
- Flip a coin to determine the player or team who throws first to begin the game.

Figure H: Horseshoe Playing Area

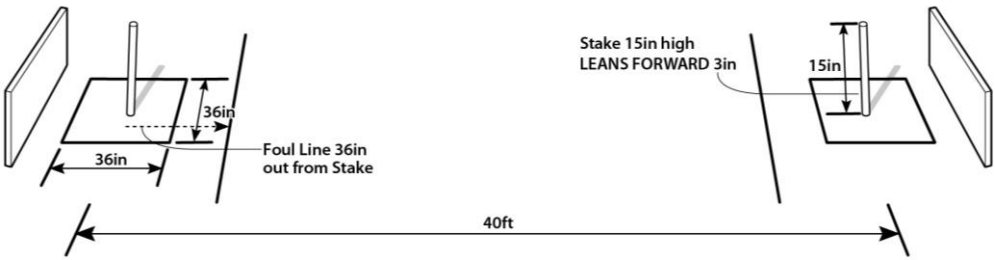
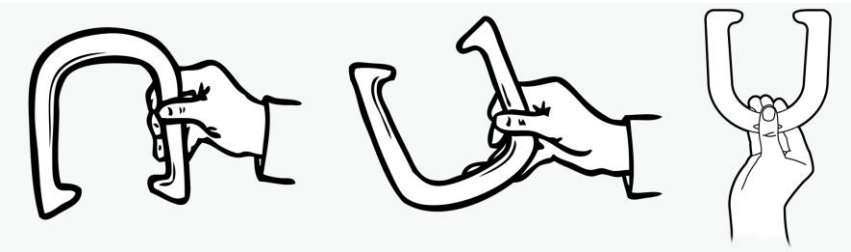


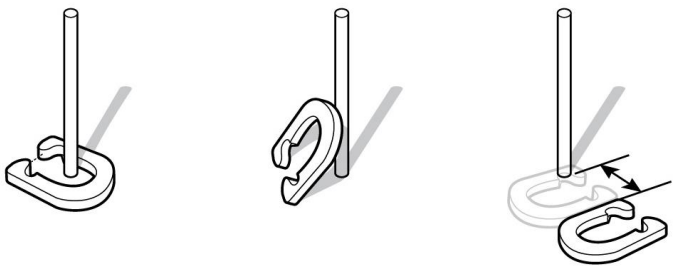
Figure I: Holding the Horseshoe



3. Go Play!

- The winner of the coin toss pitches both horseshoes to the opposing stake. Then, the opponent pitches from the same side. When pitching a horseshoe, players must not cross the foul line, which is 3 feet in front of the stake.
- With just two players, opponents play from the same stake. In team play, players on the same team split up, one at each stake, so that the team faces one another 40 feet apart.
- Before throwing a horseshoe, announce the inning and game score.
- Score points as described in the following list and as shown in Figure J:
  - Move to the target stake to score points. With four players, the two players standing near the target stake score the points.
  - Do not move horseshoes until the points have been scored.
  - A horseshoe encircling the stake is called a ringer and counts for three points.
  - A horseshoe leaning on the stake counts for 2 points.
  - The closest horseshoe to the stake is worth 1 point, but it has to be closer to the stake than the width of a horseshoe.
  - The total score for that inning is the remaining score after all canceling throws, if any, are deducted.
  - In the case of a tie, play a two-inning tie breaker.
- Play the next inning in the reverse direction. In team play, the two opponents who have not yet pitched now pitch in the reverse direction.
- Continue playing innings until one player, or team, scores the game point.

Figure J: Scoring in Horseshoes



Ringer 3 Points	Leaner 2 Points	Pointer 1 Point

Game Variations

For An Easier Game

Shorten the distance between the two stakes.

Game Trivia

Following the American Revolutionary War, it was said by England's Duke of Wellington that "the War was won by pitchers of horse hardware."

Bocce



History of Game

Throwing balls toward a fixed target is the oldest game known to humankind. As early as 5200 B.C., Egyptian historical images of figures tossing a ball or polished stone have been recorded. The game made its way to Greece around 800 B.C. The Romans then learned the game and introduced it to what is now modern Italy. The Roman influence in bocce is preserved in the game's name. Bocce is derived from the Latin word *bottia*. Today, Bocce is a game of thought and strategy that brings families and friends together.

Object of Game

The object of the game is to score the most points by ending each round with your team's Bocce balls closest to the point ball. The point ball is small and is called the "pallino." There are two to four players on a team. Each player is given one or two Bocce balls. Each player then takes turns rolling or throwing the Bocce ball toward the pallino, which has already been thrown onto the field. The team with the most Bocce balls closest to the pallino wins the frame. To increase their chances of winning a frame, players may throw their Bocce balls, striking the pallino or other Bocce balls in the field to separate opponent's balls from the pallino. A Bocce match consists of an odd number of frames (e.g., 1, 3, 5, 7, 9, or 11) agreed on by the players before the game. The team who wins the most frames wins the Bocce match!

1. Get Ready!

- EastPoint® Bocce can be played upon any level surface by anyone who is willing to play.
- Gather two to eight players.
- You may modify the game to accommodate two to eight players. For example, if there are two players, each player has four balls to roll or

throw. For eight players, each player has one ball to roll or throw. In both cases, however, there are only two teams: a red team and a green team.

2. Get Set!

- You may play EastPoint® Bocce on any flat surface. Serious players may decide to play on a Bocce court, which is called a "pit." To set up a pit, see Figure K.
- If you are not playing in a Bocce pit but want strict rules, make sure that the pallino is thrown at least 30 feet from the throwing area. See Figure L. You may use an extra T-shirt to mark off 30 feet or use a landmark such as a tree or rock.
- Toss a coin to determine which team goes first. The winner of the coin toss will also choose the color of their team's Bocce balls, green or red, and will throw the pallino to begin the frame.

Figure K: Bocce Pit

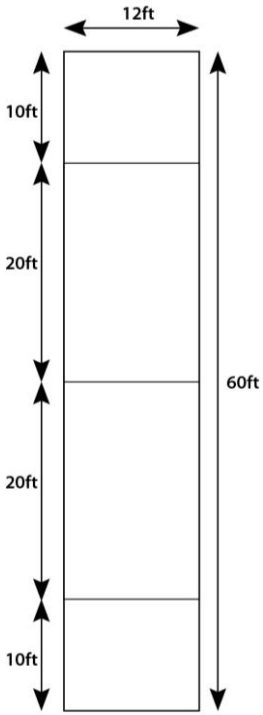
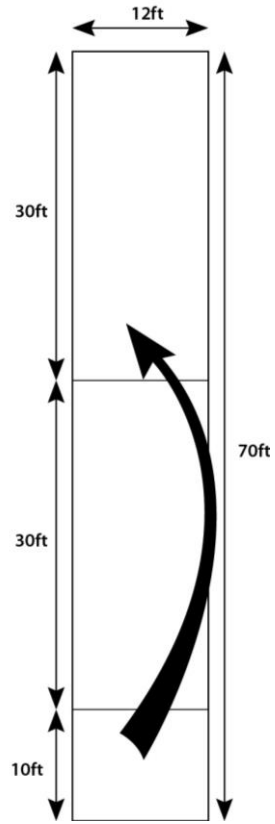


Figure L: Backyard Bocce



3. Go Play!

- Players stay within the foul line. The player may step on, but should not step over the foul line before releasing the pallino or bocce ball.
- The team who won the coin toss, goes first. The starting team tosses the pallino to a valid position. If using a Bocce pit, the pallino must settle at least 12 inches from the sideboard and must not hit the backboard. If, after three attempts, this is not accomplished, the opposing team throws the pallino. Once the pallino is in a valid position, play can move on.
- Each team decides their own throwing order of each team player. The first player throws the Bocce ball trying to have it land as close to the pallino as possible. If using a Bocce pit and the Bocce ball hits the backboard, that team must throw again. Once the first team throws a Bocce ball in bounds, the first team steps aside.
- The opposing team goes next. The opposing team throws their Bocce balls until all have been thrown or one of their Bocce balls ends up closer to the pallino than the first team's.
- The team whose Bocce balls are closest to the pallino is called "inside" and the opposing team "outside."
- Whenever a team gets inside, it steps aside and lets the outside team roll.
- The team outside throws until it beats, not ties, the opposing ball.
- This continues until both teams have thrown all their bocce balls.
- If a player rolls the wrong colored ball, simply replace it with the correct color when the ball comes to rest.
- If a player rolls out of turn, the opposing team may leave everything, including the thrown ball, exactly where it is or may return any moved balls to their approximate original positions and remove the thrown ball from play.
- If a Bocce ball is moved before all Bocce balls are played, the opposing team replaces the ball to the approximate original position. This is to be done in the spirit of good sportsmanship.
- If at the end of any frame the closest ball of each team is equidistant from the pallino, the frame ends in a tie.
- The team with the most Bocce balls closest to the pallino wins the frame.
- When a team wins a frame, players exchange ends of the Bocce pit and substitutions may be made. The team winning the previous frame will toss the pallino to start the next frame. If playing Bocce in the backyard, players may decide whether to stay in the same playing area and play in the opposite direction, or move to another part of the backyard.

4. Additional Rules When Using a Bocce Pit

- Once the pallino has been put into play, it remains in play even if it hits the backboard. However, if the pallino is knocked out of the pit or it is knocked in the front of the center line, the frame will end, no points are

awarded, and the frame will resume from the opposite end of the court with the same team tossing the pallino.

- If a player's Bocce ball makes contact with the backboard, the Bocce ball is considered a dead ball on impact and is removed from play until the end of the frame.
- If a thrown Bocce ball comes to rest on the pallino or another ball that is touching the back wall, this thrown ball remains in play. The Bocce ball touching the back wall is removed from play. If the pallino is touching the back wall it remains in play.
- If, after hitting the backboard, a Bocce ball strikes a stationary Bocce ball, that stationary ball shall be replaced in its original position. The thrown ball is removed from play.
- If, after hitting the backboard, a Bocce ball is not removed quickly enough and strikes a moving ball that likely would have hit the backboard, allowing the moving ball to remain in play, that moving ball remains in play where it comes to rest.

5. Rules on Shooting

- Shooting is lofting the ball in the air beyond the center line. Shooting is allowed if the thrown ball hits the ground before hitting the pallino. If the thrown ball does not hit the ground first, everything goes back to its approximate original position. The thrown ball is out of play.

Game Variations

Play Two Matches Simultaneously

To speed up play, two matches can be played simultaneously in a single Bocce pit by assigning a match to each end of the court. This also provides players at the opposite end to determine which Bocce balls are “inside” and declare the frame winner.

Play Bocce With More Than Eight Players

With extra sets of EastPoint® Bocce, you can play with more than eight players at a time. This will provide you with additional Bocce balls for players to roll and throw. No matter how many players and Bocce balls there are, only one pallino is needed per frame.

Make Your Own Rules

Bocce for the average players is very simple. Bocce is a versatile game in which the rules may be changed according to the players. Play may range from a nearly nonexistent set of rules to the strictest of tournament rules. The rules provided in this rule book are for recreational players who play in either a Bocce pit or a backyard. Feel free to create your own rules for Bocce.

Game Trivia

In 1896, during a resurgence of popularity, the first Bocce Olympiad was held in Athens, Greece. Bocce has been a part of international sports ever since.

Tetherball



History of Game

The origins and inventor of Tetherball remain a mystery. Some say that Tetherball originated in Canada, but facts to back up this claim are sparse. Historians have speculated on the origins of Tetherball. One theory traces the origins of Tetherball to the Maypole rituals of Medieval Europe. In these rituals, villagers put tethers on a pole and hold them in their hands as they dance around the pole. What we do know is this: because a Tetherball is so similar to a volleyball, Tetherball was probably developed after 1895, the year volleyball was invented. Actual volleyballs were used in early Tetherball courts, but modern Tetherballs are made specifically to be tethered.

Object of Game

In Tetherball, possession is everything! Once a player is in control of the Tetherball, the opponent's only chance of winning is to regain control of the ball. Tetherball is a game for two players, one who hits the ball clockwise and the other who hits the ball counterclockwise. The game ends when one player manages to wind the ball all of the way around the pole in his or her direction so that it is stopped by the rope. Then that player wins!

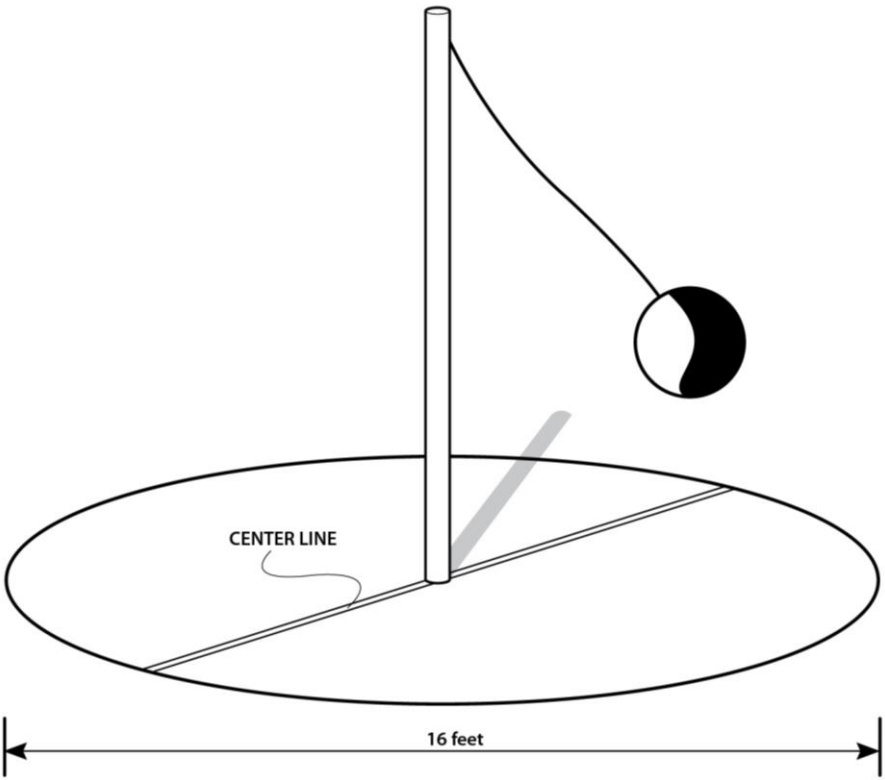
1. Get Ready!

- Recruit one other player.
- Stretch to warm up your muscles.

2. Get Set!

- Set up the game according to the EastPoint® Tetherball instructions.
- Set up the game on a level playing area outdoors that has a 16-foot diameter circle of space. See Figure M.
- Choose sides of the Tetherball court. Each player must stay in his or her half of the Tetherball court.
- Practice hitting the ball with your open hand or closed fist.
- Flip a coin to determine who serves. The server decides which direction each player will hit the Tetherball. One player hits the ball in the clockwise direction and the other player hits the ball in the counter clockwise direction.

Figure M: Tetherball Playing Area



3. Go Play!

- Once the server serves to start the game, either player can hit the ball from that point on.
- Serves must be hit, not thrown.
- Penalties in Tetherball are either intentional or unintentional.
- Unintentional penalties include the following:
  - Stepping on or crossing the center line;
  - Touching the rope;
  - Carrying or throwing the Tetherball (e.g., when hitting the ball back against the direction which it comes, the ball should bounce off of the hands immediately with no lingering contact); and
  - Double hitting (e.g., a player can hit the ball only once per wrap around the pole except if the Tetherball hits the pole between hits).
- When an unintentional penalty occurs, the ball is stopped and returned to the place it was wrapped before the penalty occurred. Both the number of wraps and the height should be recreated. The player, who did not make the penalty, gets to serve. Then either player can hit the Tetherball from that point on. If the player commits any three violations, in any combination, the opponent wins the game.
- The only intentional penalty is grabbing the pole, which immediately results in the loss of the game.
- If both players commit a penalty at the same time, then they perform a "pole drop." Both players place one hand on the Tetherball, holding it three feet out from the pole, directly above the center line. They release the Tetherball at the same time. Once the Tetherball hits the pole, either player can hit it and the play continues normally.

Game Variations

Removing Advantage From Server

In basic Tetherball, the server usually has an advantage because they start with control over the Tetherball. To remove this advantage, require the server to wait until either the opponent strikes the Tetherball or the Tetherball has wrapped four times around the pole before the server can strike the Tetherball again.

Game Trivia

In the 2004 film *Napoleon Dynamite*, Jon Heder stars as an awkward teenager who enjoys diversions such as drawing, hip-hop dancing, and playing Tetherball.

Lawn Darts/Bocce Darts



History of Game

Like many other games including Horseshoes, Bocce, and Darts, Lawn Darts is a target game. Throwing an object at a target may be the oldest game on the planet. While Lawn Darts, as we know it today, originated in the 1950s, it is similar to the ancient Roman *plumbata*, lead-weighted darts carried by infantrymen in the Middle Ages. In 1988, Lawn Darts with sharp points were banned for sale by the Consumer Product Safety Commission in the United States. Today, Lawn Darts are made with a blunt weighted tip resulting in a safe version of the game.

Object of Game

EastPoint® Lawn Darts is a target game where the object is to throw the darts so that the weighted tip lands inside a plastic ring. The first player or team to reach a pre-agreed score wins the game. Players score one point for every dart which lands within the ring. Lawn darts from opposing players within the ring cancel each other out. Two opposing players, or two teams of two players may play EastPoint® Lawn Darts. This game is easy to learn, simple to play, but difficult to master.

1. Get Ready!

- Gather one other player or three other players and create two teams.
- Select an open area without overhead objects, such as clotheslines or trees, and about 10 feet wide and 50 feet long.
- Stretch to warm up your muscles.

2. Get Set!

- Place the two target rings about 35 feet apart. The distance between target rings may be decreased for younger players, or increased to about 60 feet for a more challenging game, if space permits.
- Watch out for people and pets in the playing area. The players and spectators not currently throwing a Lawn Dart are responsible for watching to make sure that the game area is safe. They are responsible for alerting both the throwing player of unsafe conditions, and any nearby people or pets to stop and stay away from the path of the Lawn Dart. It is the thrower's responsibility to be watchful before swinging and releasing the Lawn Dart.
- Practice throwing the Lawn Darts. To throw one, hold it from the top, not the blunt tip, and toss underhand. See Figure N.
- EastPoint® Lawn Darts must land with the weighted tip inside the target ring to count for a point. If the tip rests on top of the target ring for any reason, more than half the tip must be inside the ring to count as a point. See Figure O.
- Decide on game points before starting the game. Possible game points include 3, 15, or 21 points.
- Flip a coin to determine the player or team who throws first to begin the game.

3. Go Play!

- Keep score verbally.
- A point is scored when a Lawn Dart lands in the target ring. However, if a player lands a Lawn Dart in the target ring, and then an opposing player also lands a dart in the target ring, the scores cancel each other out. For example, if Team A landed two Lawn Darts in the target ring and Team B landed one Lawn Dart in the target ring, Team A would score 1 point and Team B would score no points.

Figure N: Throwing the EastPoint® Lawn Dart

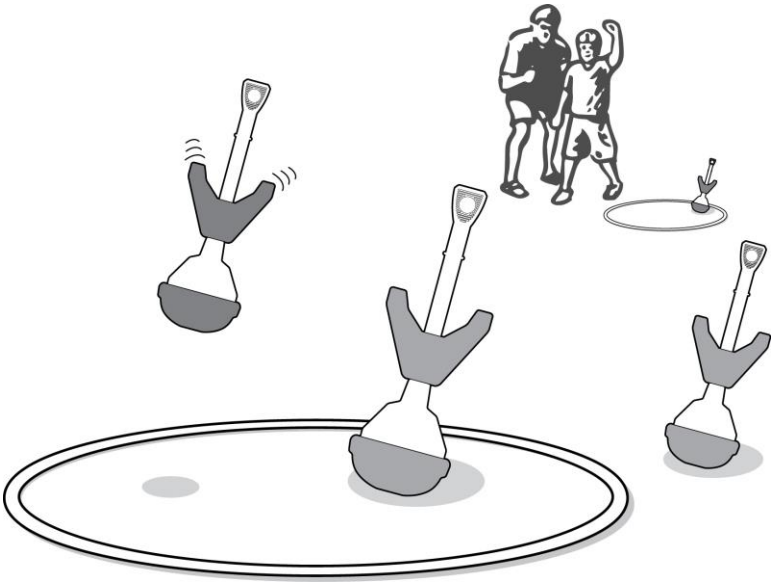
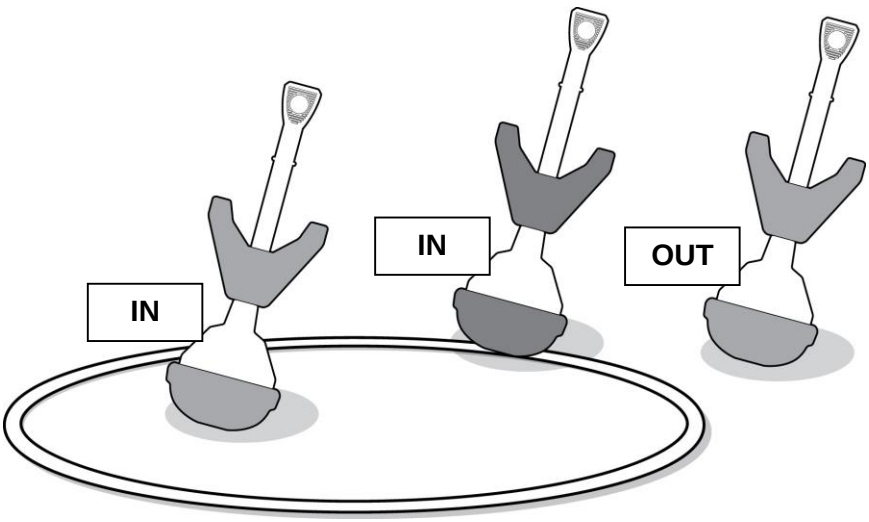


Figure O: Scoring for Lawn Darts



Game Variations

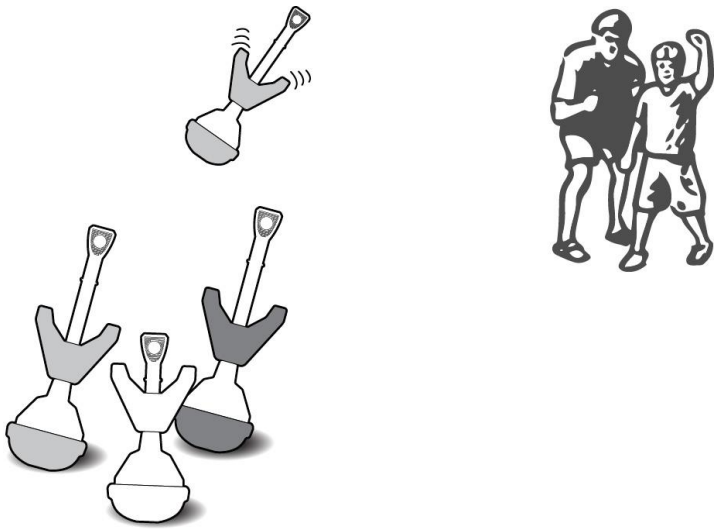
Bocce Darts

EastPoint® Bocce Darts is a fun game that combines traditional bocce with lawn darts! A set of EastPoint® Bocce Darts comes with a white pallino dart. The object of the game is to score the most points by ending each round with your team's lawn darts closest to the pallino dart.

To play, start with two to four players on a team and find a safe and level play area. The players mark a foul line. One player throws the pallino dart onto the play area. Then, each player is given one or two lawn darts. A coin is flipped to see which team throws first. Each team then takes turns throwing the lawn darts toward the pallino dart from behind the foul line. The team with the lawn dart closest to the pallino dart wins the frame. If a frame ends with the closest lawn dart of each team equidistant from the pallino dart, the frame ends in a tie.

A bocce dart match consists of an odd number of frames (e.g., 1, 3, 5, 7, 9, or 11) agreed on by the players before the game. When a team wins a frame, players pick up all the lawn darts and are free to move to another play area and make player substitutions if desired. The next frame begins with another throw of the pallino dart. The team that wins the most frames wins the bocce dart match!

Figure P: Bocce Darts



Handly Cup Style Lawn Darts

In Handly Cup Style Lawn Darts, points are given for Lawn Darts landing in the target ring plus darts closer to the ring than any of the opposing team's darts. Darts that land inside the ring are worth 3 points each, and any Lawn Dart outside the ring that is closer to the ring than any other Lawn Dart by the opposing team is worth 1 point. For example, if neither team managed to place a dart inside the ring, but one team had two Lawn Darts closer than any of the opposing team's Lawn Darts, the team would score 2 points. A Lawn Dart thrown inside the ring can be canceled by an opposing team also throwing a dart into the ring. If both teams have darts in the ring, then no darts outside the ring may score.

Handly Cup Style matches usually are played with two teams which alternate throws and keep track of points, until one team scores a total is 21 or more.

Game Trivia

The F-16 Fighter Falcon aircraft was nicknamed the "Lawn Dart" due to its resemblance and nine crashes that occurred in 2007.

Electro Darts



History of Game

Electro Darts is a new spin on the traditional game, Lawn Darts. Electro Darts has all the same features as Lawn Darts, but also has an electronic target with audio output that indicates the score of each throw that lands on the target. Electro Darts is a versatile indoor-outdoor game that is fun for all ages.

Like many other games including Horseshoes and Bocce, Electro Darts is a target game. Throwing an object at a target may be the oldest game on the planet. While Darts, as we know it today, originated in the 1950s, it is similar to the ancient Roman plumbata, lead-weighted darts carried by infantrymen in the Middle Ages. In 1988, Lawn Darts with sharp points were banned for sale by the Consumer Product Safety Commission in the United States. Today, Lawn Darts and Electro Darts are made with a blunt weighted tip resulting in a safer version of the game.

Object of Game

Electro Darts is a target game where the object is to throw the darts so that the weighted tip lands inside a target. After all of the darts are thrown at the target, the players then walk to the electronic target to retrieve their darts to continue play. In Electro Darts, the first player or team to reach a pre-agreed score wins the game. This game is easy to learn and simple to play, but difficult to master.

Electronic Dart players score points according to the audio output of the electronic target. The electronic target has four scoring areas within the target. There are two scoring areas for 10 points each, one for 20 points, and one for 30 points. When a dart lands on one of the scoring areas inside the electronic target, the audio output indicates how many points were scored on that throw.

1. Get Ready!

- Before you begin, recruit one person (i.e., singles) or three people (i.e., teams) to play with you.
- Select a safe, open area without overhead objects that may interfere with game play.
- Stretch to warm up your muscles.

2. Get Set!

- Place the electronic target on the ground. Select a foul line 5 to 10 feet away from the target for younger players or 20 to 30 feet away for more experienced players.
- Watch out for people, pets, and other obstacles in the playing area. The players and spectators not currently throwing a dart are responsible for watching to make sure that the game area is safe. It is the thrower's responsibility to watch out for people, pets, and other obstacles before swinging and releasing the Electro Dart.
- To throw an Electro Dart, hold it from the top, not the blunt tip, and toss underhand. Practice throwing the Electro Darts.
- Decide on game points before starting the game. Possible game points include 100 or 200.
- Electro Darts must land with the weighted tip inside the electronic target to receive a score that audibly sounds when the Electro Dart hits the target.
- Flip a coin to determine the player or team who throws first to begin the game.

3. Go Play!

- Verbally keep track of the score for each player or team.
- When all the Electro Darts are thrown, players retrieve their darts and continue the next round of play.
- The first player or team to score game point or higher, wins the game.

Game Variations

Lawn Darts

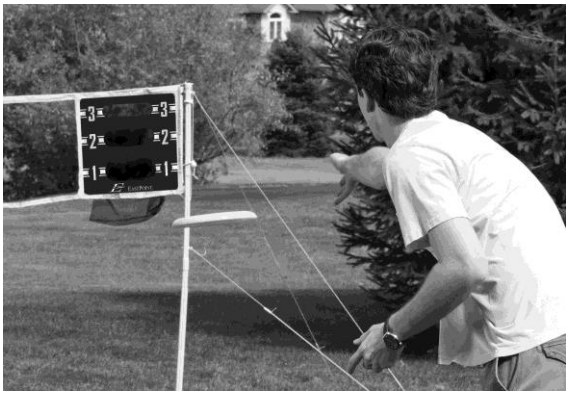
Electro Darts comes with plastic target rings so players can also play traditional Lawn Darts. Refer to the "Lawn Darts" section for game play instructions.

Game Trivia

The Lawn Dart is based on its smaller cousin, the dart, used for throwing at an upright target board. The dart and target board have been around for centuries. Where did they originate? Historians report that darts were invented in Medieval England and were originally smaller versions of the traditional arrow. The dartboard may have originated from the cross-section of a tree. As the wood dried, cracks developed, creating "sections" that may have been assigned point values.



Disc Golf



History of Game

Disc Golf is a fun sport that anyone can play. The origins of disc golf are impossible to pinpoint, since versions of the sport have been enjoyed even before the plastic flying disc became a worldwide phenomenon! Hahamongna Watershed Park in Pasadena, California is known as the first permanent disc golf course in the world. Established in 1975, the course is a fan favorite due to the challenge posed by thick groves of oak trees. The popularity of disc golf grew across the world and now, with disc golf, you can play in your own backyard!

Object of Game

Like regular golf, disc golf is won by the player with the lowest score. Players agree on a distance from tee to target hole for each of the EastPoint® volleyball net target holes: 1, 2, and 3. Based on these distances, players decide on a PAR for each target hole. PAR is the average number of throws it takes players to land their discs in the target hole. For each target hole, players take turns throwing their disc to try to land it through the hole with the fewest number of throws. The player who has completed all three holes with the lowest score wins!

1. Get Ready!

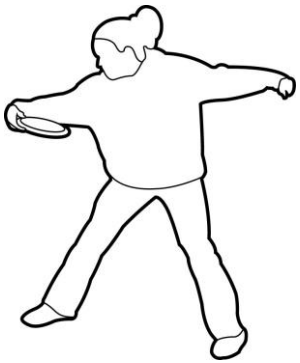
- Before you begin, recruit one person (i.e., singles) or three people (i.e., two teams) to play with you.
- Select a level playing area and set up the volleyball net where your play will not impact other nearby activities. Consider safety first for all throwing games!
- Stretch to wake up your muscles!

2. Get Set!

- Agree on how many holes to play.

- Agree on a distance from tee to target hole for each of the EastPoint® volleyball net target holes: 1, 2, and 3. Suggested distances include the following: Hole 1, 30 feet; Hole 2, 40 feet; Hole 3, 50 feet.
- Agree on tee locations. The tee is where a player stands when first throwing their disc to a target hole. Mark these tee locations. We like to use a cup or a hat!
- Try a few warm up throws. There are many ways to throw a disc. Figure Q shows one common technique.
- Tee order is determined by age of the player, from youngest to oldest.

Figure Q: Disc Golf Throw Technique



3. Go! Play

- Each player takes a disc.
- The first player stands at the first tee and throws. This is called a "stroke."
- The remaining players take turns now teeing up and throwing their disc towards the first hole.
- Allow each player to throw without distraction. Players wait their turn and tee up after the previous player's disc has landed.
- After teeing off, the player whose disc is furthest from the hole goes first.
- Players must take all throws, after their first, from the exact location where their disc landed.
- Then, players alternate turns until all players have thrown their disc through the hole.
- Count the number of strokes it takes each player before their disc flies completely into the hole. The total number of throws for each hole is the player's score for that hole. If playing with two players or teams, the scorekeeper on the volleyball net may be used to keep score.
- After the three holes have been played, the player with the lowest score wins!

Game Variations

Disc Toss Game

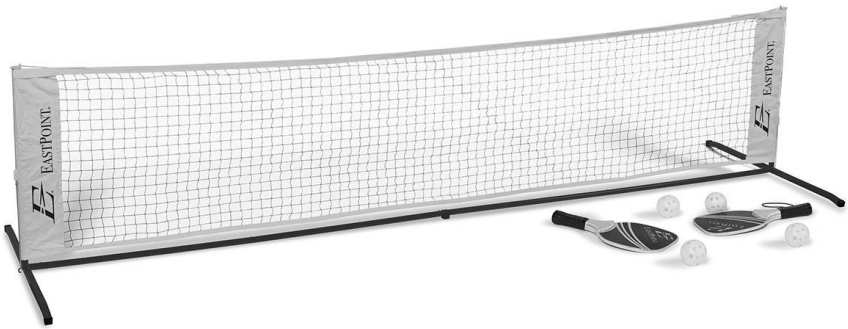
Two teams take turns throwing their discs to make it through one of the three holes. If a disc flies through hole 3, 3 points are scored; if a disc flies through hole 2, 2 points are scored; and so on.

The disc toss game can be played singles or doubles. If playing singles, the starting player throws two discs, one after the other, from behind the foul line. If playing doubles, each player throws one disc from behind the foul line. If one or both discs make it through a hole, the corresponding number of points are scored. Then it is the opposing team's turn to throw. Players or teams continue to take turns throwing their discs. The player or team that reaches game point first wins! If scores are tied at game point, each team takes one more turn to throw until a team scores the most points.

Game Trivia

In 2007, the current world distance record was set by a man from Germany who threw a flying disc more than 672 feet. In 1994, at the U.S. Open Flying Disc Championships, the women's distance record was registered with a throw that flew over 446 feet.

Pickleball



History of Game

Pickleball is a fun game that is similar to badminton except that it is played with a much shorter net. The origins of Pickleball date back to 1965, when Congressman Joel Pritchard and successful business man Bill Bell were looking for something to pass time with their families. With an old badminton court located on the property, Pritchard and Bell looked for some equipment to play. All they had on hand were some table tennis paddles and a perforated plastic ball. They began by volleying the ball over the 60 inch badminton net. When they discovered that the ball bounced well on an asphalt surface, they decided to lower the net to 36 inches. The game seemed to be a big hit with their families! The two men decided to introduce the game to friend Barney McCallum. Again, the game was a hit! The three men created rules, very similar to badminton, and the game took off. In 1972, a corporation was formed to protect the new sport. Pickleball has since continued to grow in popularity and has become a national sport. The rest is Pickleball history!

Object of Game

The object of Pickleball is to serve and hit the ball over the net and into your opponent's court so well that it cannot be returned. Each Pickleball game is played to 11 points. The first player who wins the best of three games wins the Pickleball match!

1. Get Ready!

- Before you begin, recruit one person to play with you.
- Select an open, level playing area of hard surface where you can play safely.
- Stretch to warm up your muscles!

2. Get Set!

- Setup the net according to the EastPoint® Pickleball instructions.
- Place the net in the center of an open, level playing area.
- If a court marking kit is included in your set, use it to set up your court boundaries.
- If a court marking kit is not included in your set, set up your court as follows:
  - Make each side of the court equal in size. We recommend measuring 12-feet deep per side. If you do not have measuring tape or enough space for 12-feet deep on each side, use your stride to step out the same number of steps per side.
  - Mark the back four corners of the court for out-of-bounds. We like to use extra T-shirts as markers.
  - See Figure R for an idea of what your court should look like.
- Centerline: Imaginary line from the center pole of the net to the baseline
- Service Courts: Areas on either side of the centerline, contained by the baseline, and the sideline
- Practice your serve as shown in Figure S. The Pickleball paddle must make contact with the ball below the waist on a serve. The head of the paddle should also be below the wrist when it makes contact with the ball.
- Volley for serve. The team who wins the volley serves first.

Figure R: EastPoint® Pickleball Court

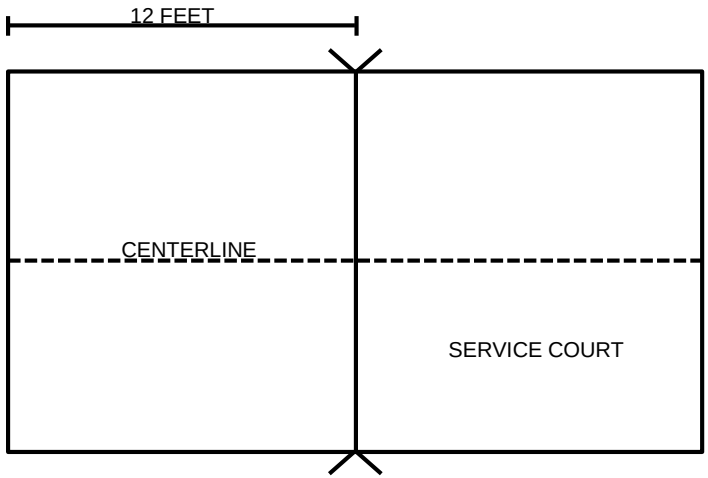
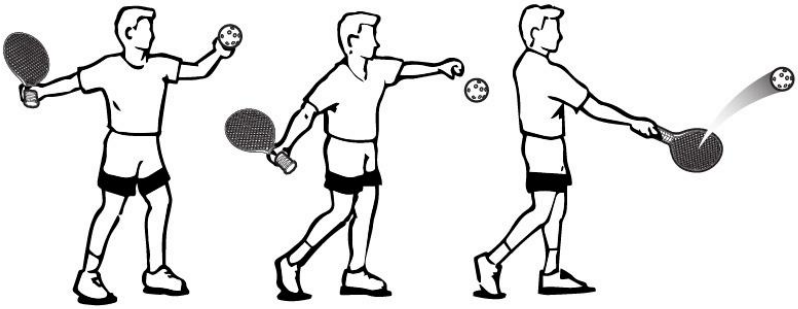


Figure S: EastPoint® Pickleball Serve



3. Go! Play

- To begin the game, the server uses their EastPoint® Pickleball paddle to hit the ball over the net. The server must serve from behind the baseline on their designated side of the court. The serve must travel diagonally (i.e., cross court) to be good.
- The server is allowed only one attempt at a good serve. If the server fails to make a good serve, this is a fault, and it is now the opponent's turn to serve.
- A service fault will be declared if any of the following actions occur:
  - Server's feet touch the baseline
  - Server's feet touch the court
  - Served ball lands outside the service court
- If a serve makes contact with the net, but still lands within the service court, it is called a "let." When this occurs, the server may serve again. This can happen an unlimited amount of times.
- During game play, the ball must bounce before the receiving opponent returns the serve. Then, the server must let the returned serve bounce before playing it. After both players have let the ball bounce once, the ball may now be returned on either a volley or a bounce. Play continues until a fault occurs.
- Remember, only the server can score a point! The server scores a point when any of the following faults are committed by the opponent.
  - Ball is hit into the net on the return
  - Ball is hit out of bounds
  - Returning player fails to hit the ball before it bounces twice on their court
  - Ball touches the ceiling or walls
  - Ball touches the player or the clothes of the player
- The opponent wins the serve when the server commits a fault.
- A ball hitting a boundary line is "in."

- The first player to score 11 points and be ahead by 2 points or more wins the EastPoint® Pickleball game!
- If the first player scoring 11 points is not ahead by more than 2 points, play continues until one of the players score ahead by more than 2 points, making that player the winner!
- When the server's score is an even number, the serve is taken from the right side.
- When the server's score is an odd number, the serve is taken from the left side.

Game Variations

Serve It Up

Change up the way you serve to make the game more difficult. Try serving overhand, like in tennis. Simply throw the ball up above your head and swing downward. You can also try serving how you would in a game of table tennis. Hit the ball so it bounces on your own side before it makes its way over the net. Come up with fun and new serves of your own!

Doubles

Get more friends and family to join the fun. All you need is another set of EastPoint® Pickleball. With 4 Paddles, you'll be able to include 2 other people. Similar to doubles in tennis, you can split into teams of 2. Most of the same rules apply, but make sure to take turns serving each time your team gains the serve.

Game Trivia

Did you know these fun facts about alligators?

- Alligators are only native to two countries in the world: The United States and China.
- The American Alligator is the official state reptile of Florida, Louisiana, and Mississippi.
- The Endangered Species Act of 1973 named the American Alligator as an endangered species. With efforts taken, their numbers were able to increase, and they were removed from the list in 1987.



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