



## **Yard Pong for Long Dogs Tournament Rules**

### **CHECK-IN REQUIREMENTS...**

Check-in for all registered team members is in-person at the event venue from 12:00 to 12:50 p.m. the day of the tournament. Teams not checked in by the required time will forfeit their first game.

### **DOUBLE-ELIMINATION TOURNAMENT...**

This tournament is double-elimination tournament, meaning all competing teams must lose twice to be eliminated from play. After the first game, teams move to two brackets: upper bracket (if you win the first game) and lower bracket (if you lose the first game).

### **BEFORE YOU START EACH MATCH...**

Introduce yourselves to your opponents. The team with the oldest member goes first.

### **WHEN I THROW, I MUST STAND...**

Team members stand on the same side of the playing lane (unlike in cornhole where team members stand on opposite sides of the playing lane). Players must stand behind your opponent's buckets from the designated throwing line. Arms can extend beyond, but feet may not cross at any time.

### **A TEAM SCORES WHEN...**

The ball lands in the bucket. Please wait for your opponents to move the bucket before making your next throw. If a bucket falls over after the ball enters the bucket, it still counts as a score.

### **IF BOTH TEAM MEMBERS SCORE ON ONE TURN...**

They get the balls back for an extra turn. "Bring 'em back!" Each team member will get another throw. No re-racks are allowed before the second turn.

### **REBOUND & BOUNCE RULES (FOR ALL GAMES)...**

**Rebound:** A ball hits the rim of a bucket or a person and lands in a bucket. This counts as a score of (1) bucket.

**Bounce:** A ball bounces from the ground into a bucket, no score. Once a ball hits the ground, the shot is dead. If a ball goes into a bucket and bounces out, no score.

### **PLAY DEFENSE (FOR ALL GAMES)...**

Opponents may only defend and catch throws after a ball hits the ground or passes over remaining buckets. Defense is important but do not act prematurely. Goaltending is touching a ball before it hits the ground or passes over the remaining buckets. This results in a (1) bucket penalty chosen by the throwing team including the last bucket. If goaltending occurs on the last bucket, the game is over without redemption. If you knock buckets over playing defense, they count for your opponent.



### RE-RACKS...

Only one re-rack per match is allowed. Re-racks allow you to bring spread-out buckets into a tighter formation. Re-rack's can ONLY be called at the START of a team's turn. See examples below:



### REDEMPTION OR GAME OVER...

- (1) Bucket remaining and one shot is made = REDEMPTION
- (1) Bucket remaining and two shots are made = GAME OVER
- (2) Buckets remaining and two shots are made = GAME OVER

Redemption allows your opponents to shoot until BOTH players miss. If your opponent make them all, you play knockout or overtime. See below for knockout and overtime rules.

### REDEMPTION: KNOCKOUT...

Knockout requires resetting ALL the buckets to their original setup. Knockout requires you to score more points than your opponent in each turn. If the first team scores on a turn (2 throws), the second team must meet or beat that score. If the second team meets the score, play continues until 1 team has a better score than their opponent for a given turn. Buckets are not removed during knockout. The team that originally made all their buckets have the option to go first or second in knockout.

### REDEMPTION: OVERTIME (CHAMPIONSHIP ONLY)...

Overtime is played with three buckets, and the winning team is the first to eliminate the opposing team's buckets, while still having one or more of their buckets remaining. All standard rules apply, including redemption.

### ADDITIONAL NOTES...

After your game ends, please clean up after your match by resetting the buckets, leaving the balls in the buckets and reporting your game results to the court captain at the check-in table.

If there is a rule dispute during your game, please ask the designated court captain(s) or referee(s) to review and make a ruling. Once the designated court captain(s) or referee(s) make a ruling, that decision is final and play continues.

Remember to have fun...this is a fundraiser to help hound dogs, so we all win!