



America's New Backyard Game

Official Flingball Rules:

Game Set Up:

For the Doubles Game Set, the two target assemblies are placed on the ground or surface **30 feet apart** facing each other from the **center** of one target **to the center** of the other for the Double Game Set. For Singles Game Set – mark a spot to fling from- a distance of 30 feet from the center of the target.

Each player or team member will have three (3) Flingballs (of the same tassel color- **Black** or **Orange**)

To determine who goes first (**Honors**) – Flip a coin or do Rock-Paper-Scissors. (The winner will determine who shall go first). The winner of each round has honors and in the event of a tied round – honors remain from previous round.

How to win: Be the first player (or team) to reach 21 points. Players will alternate throws until all six Flingballs are flung (three for each player). A game cannot end in the middle of a round (all six Flingballs shall be flung), so if a player or team reaches 21, the opposite player or team has the opportunity to finish the round and tie or win the game. If the game is tied at the end of that round, the players continue to the next round and the highest score at the end of the round wins. Note: *In any game or match, if a player knocks the opponents Flingball into a higher scoring target section, their opponent will be awarded the points and if a player knocks a Flingball off of the target, their opponent is not awarded the points (of the particular Flingball that was knocked off)*

Scoring Points:

1 point: Landing the Flingball on the **bottom /“trampoline”** part of the target is worth **1 Point**.

*** The “ball” part of the Flingball must remain on the first tier (trampoline part) the target. (So if the tassel hanging over the edge, it is still 1 point.)*

2 points: Flingball in the **hole (with the orange circle** around it, on the “trampoline” part of the bottom target) is worth **2 Points**. *** The “ball” part of the Flingball must go through the hole and land on the surface below the “trampoline” part of the target. (So if the tassel part remains above on the “trampoline” part, the two points still count.)*

3 points: Flingball in the **Net** (above the trampoline part) is worth **3 Points**. The “ball” part of the Flingball must remain in the net. *Three points will be awarded even if the tassel should hang over the edge.*

5 points: Landing in the **top hole**, (the tube) is worth **5 Points**. *The “ball” part of the Flingball must remain in the tube. Five points will be awarded even if the tassel should hang over the edge.*

**** Hanger!** – *This is a very rare occasion when a Flingball lands on the edge of the net rim or the top target rim and stays there (hanging) If it stays and doesn't fall of, at the end of the round- it is an automatic win for the person (team) that did it!*



Additional Notes:

Flingball can be played with **two** or **four players** (*one on one or two on two*).

When playing **one on one**, players will fling their Flingballs from the same end to the opposite target and would walk to that (opposite) target after the round is over to tally up points and then begin the next round to the other opposite target if using the Doubles Game Set, (or return to the marked Flinging spot if using the Singles Game Set). Player's feet must remain behind the center of the target (or marked Flinging spot if using Singles Game Set), while flinging.

When playing **two on two**, the team of players will be on opposite ends of each other. Honors will be determined as stated above in the game set up section. Players will alternate flinging each round. (In other words – team A -player 1 flings, then team B – player 1 flings from one end, each alternating turns until all three of their Flingballs are flung to the target opposite them. Next round the team with honors flings to the target, alternating turns until all three of their Flingballs are flung.

The Hacky-On!

When playing two on two, if you fling your Flingball toward the target **and it is clearly going to miss the entire target**, your teammate can attempt to "hacky" it, with their foot, back onto the target for possible points. They may also use their body or head to deflect it onto the target for points, but no "hoovering" over the target like a backboard.

Interference:

**Players should not interfere with their opponents while in the act of flinging (including distractions by bodily movements or sounds of any nature). The penalty for flagrant interference may be the deduction of 5 points for the offending player for that game.

