

Wedding Weekend 'House Rules' for Yard Games

These are not meant to contain ALL of the rules for each game below. However, they constitute the 'house rules' for the weekend, to settle any disputes of those who have played with varied rules in the past. If both teams of any game would like to play with altered rules, go for it, but if any team requests the official rules, these are the official wedding rules.

Cornhole:

- Distance between boards (front edge to front edge): 27 feet
- Stand on opposite sides as your teammate
- The last team who scored last throws first the next round
- Feet can not pass front edge of the board during throw
- 3 points for getting a bag in the hole, 1 point for a bag on the board
- The points offset each other. i.e. if Team A got 4 bags on the board, and Team B got one bag in the hole, Team A will get 1 point that round.
- If a bag rolls on, it doesn't count. Knock it off so it doesn't interfere with remaining throws
- If you're unsure if a bag is 'on' (i.e. it is hanging off the front edge), gently lift the board up. If the bag doesn't fall off, it's on.
- Play to 21 (or 11 if there are lots of teams waiting).
- No penalty for going over 21 (or 11), it's just the first team to get there
- No need to win by 2, the points offsetting negates the need for this.

KanJam

- 50 feet between cans
- Stand on opposite sides of your teammate
- Throw from behind the can
- One hand only for the deflections (helps to have a drink in hand to not be tempted to use both hands).
- Play ends when the frisbee hits the ground (can't roll or bounce into the can)
- Instant win if you throw the frisbee 50 feet to the other can, and the frisbee lands inside (either through the top OR through the front slot), without your teammates' assistance.
- 3 points if your teammate deflected the Frisbee into the can (either through the top OR through the front slot).
- 2 points if the frisbee hits the can unassisted
- 1 point if your teammate deflects the frisbee so that it hits any part of the can
- Must hit exactly 21 points (or 11 if lots of teams are waiting).
- If you go over, you go back to 15 points (or 7 points if playing to 11).
- Typically the first team to hit exactly 21 wins, and there is no rebuttal. However, our house rules for wedding weekend will include rebuttal. After one team reaches exactly 21 (or 11), the opposing each will each get 1 final throw to try to tie up the game. Often this will mean two changes to get the frisbee into the can unassisted.
- Overtime rules: the game proceeds round by round (each round consisting of one throw by each player). Whichever team has more points after that round wins. If it is still tied, go with another round.

Polish Horseshoes

- Set ski poles or hiking poles 20, 30, or 40 feet apart depending on skill level
- The default will be 27 feet, so that they can just be lined up with the cornhole boards.
- Stand on the same side as your teammate
- Place a bottle (for this weekend, that means one of the fake plastic bottle weighted similarly to a real bottle for glass breaking purposes) on top of each pole
- Three possible points per throw: one for hitting the bottle directly, one for the frisbee hitting the ground, one for the bottle hitting the ground.
- Getting all three points means hitting the bottle directly, and the opposing team being unable to catch the frisbee or the bottle before they touch the ground.
- If you hit the pole (but not the bottle directly), and the opposing team catches the bottle, but they drop the frisbee, you get one point. Etc.
- If the frisbee is below the knees, or above too high (judgment call based on height of opposing team) then no points awarded for dropping the frisbee.
- Play to 21 (or 11 if many teams are waiting) and win by at least two points.

Spikeball (2 vs 2)

- Net should be tight enough that dropping the ball from shoulder height should bounce ~1 foot off the net. Tighten the net if it gets too loose over the course of the day.
- Feet should be 7 feet away from rim during a serve (arms can extend over this imaginary line).
- Service faults: if the ball hits the rim on a serve, or misses the net entirely
- For wedding day rules, everyone will get one free fault. You may decide to give new players additional free faults.
- Re-serve situation 1 (unlimited of these). If the ball comes off the net at a different angle than it came onto the net (also known as a pocket). i.e. its path should be symmetric as it comes on and off the net, no weird turns. The receiver CAN play this if they want, but has the option to call for a re-serve. Note, pockets ARE fine after a serve.
- Re-serve situation 2 (unlimited of these). If the ball is too high (over a players shoulders). The receiver CAN play this if they want, but has the option to call for a re-serve. Note, balls out of reach ARE fine (and the objective) after a serve.
- What does not constitute a re-serve: when a ball is too short. As long as the serve gets back off the net (doesn't bounce twice), that is a valid serve.
- On the serve, players of the same team stand 90 degrees from each other around the net.
- Players should stay outside of the 7 foot serving circle until the server hits the ball
- Points can be scored if either team is serving.
- In a game with players A and B on a team, and C and D on the opposing team; if player A scores a point on their serve to player C, Player A serves again, but now serves to player D. Team A/B scores again, player A continues to serve, rotating back and forth between serving to players C and D.

- After the serve, there are no 'sides'. Players may move anywhere, but must make some effort to get out of the opposing team's way. If someone gets blocked (and they had a chance at the point), the point will be replayed.
- Teams have up to three hits to get the ball back into the net. Players can not hit the ball twice in a row with one exception that does not come up very often.
- The exception (feel free to ignore this, it likely wont come up). If the ball is coming off the net at you, and is still traveling upwards, you may hit the ball twice in a row. These count as 2 of your 3 team hits, AND your teammate must be the one that uses the 3rd hit to get the ball back into the net. You can not use your 2nd hits to go back to the net.
- If anyone hits the ball out of turn (i.e. players A and B are working to get the ball back to the net, but player C mistakenly hits it thinking its their turn), the point is awarded to players A and B.