

Bean Bag Ring Toss Combo



PLAYING INSTRUCTIONS

Item# 13132

- Players: 2 or 4
 Ages: 6+
 Parts List:
- 2 Bean Bag Toss Targets
 - 4 Bean Bags
 - 2 Removeable Ring Toss Posts
 - 4 Ring Tosses
 - 4 Legs (Long)
 - 4 Legs (Short)

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The Game

Every Bean Bag Toss match is broken down into innings of play. An inning is complete when all bean bags are tossed. An inning is never completed until all contestants pitch all of their bean bags. Only one player can score points in an inning.

Value of the bean bag

1. A bean bag that is thrown through the hole in the target or otherwise comes to rest inside the target (knocked in by another player or otherwise falls in) scores 3 points.
2. A bean bag that does not land in the center hole but lands with any portion of the bean bag resting on the target scores 1 point. The bean bag must not touch the ground or any other portion of the court prior to coming to rest on the target. If a bean bag touches the ground before coming to rest on the target, it is a foul and must be removed from the target prior to the continuation of play. If a bag rests on the target but is supported or touching the ground in any way it does not count.
3. A bean bag that comes to rest anywhere except for on the target is out of play and scores no points.
4. A bean bag which is declared to be a foul must be removed from the target surface prior to the continuation of play.

Scoring

Only one player, or team, can score points in an inning. The player or team that scored the most points in the inning will have the points of the other player or team subtracted from their total. For example, if player #1 places bean bags on the target that add up to 7 points and player #2 has bean bags that add up to 3 points player #1 would win the inning and score 4 points for the inning.

Getting started

To select which players/team will pitch first each player, or one player from each team, pitches a bean bag at the target and the player/team that comes closest to the center hole pitches first. In the event both players/teams pitch their bag into the hole a tie is declared and both players/teams re-pitch their bags until a winner can be declared. The player/team that pitches second can choose which target to start from.

Starting the inning

The player who scored points in the preceding inning shall pitch first in the next inning. If neither player/team scored points in the inning,

the player/team who pitched first in the preceding inning shall pitch first in the next inning.

Singles or doubles play

Can be played as doubles or singles. In doubles play, two contestants are partners against another team of two contestants; in singles play a contestant competes against another contestant. In doubles play, one member from each team pitches from one target and the other members pitch from the other target. In singles play, both contestants pitch from the same target. All other rules are basically the same for doubles or singles play.

Length of game

Game can be played two ways. First, the first player/team that reaches 21 points wins. Or a game can be played for 9 innings and the player/team with the most points at the end of 9 complete innings wins.

Pitching bean bags during play

(1) In doubles play, teams alternate bean bags until each team has thrown all five of their bean bags. Bean bags are tossed at the opposite target. Players remain at the same target for the duration of the game.

(2) Pitching in singles play, players alternate bean bag tosses until each player has thrown all five of their bean bags. Both players pitch at the same target. In the following inning players would toss their bean bags from behind the target they were just pitching towards.

(3) A player can deliver their bean bag from either the left or right side of the target as long as their foot remains behind the target.

Ring Toss

Each player is given 2 plastic rings to use during game play.

The player may toss or flip the rings one at a time onto the game.

The first person or team to reach a score of 21 wins the game. The game must be won by two or more points.

If the score reaches 11 - 0, this is called a "Shutout Game" and the scoring person or team wins.

When playing a match, the person or team who wins two out of three games is declared the winner.

Every "ringer" (meaning the ring landed on the post) is worth 2 points.

Every "leaner" (meaning the ring is leaning against or on top of the post, but not a ringer) is worth 1 point. A leaner touching the top of the post wins over a leaner touching the side of the hub.

If there are no ringers and leaners the person who throws the closest ring gets one point.

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ASSEMBLY INSTRUCTIONS

