



## GAME RULES

- For all scoring or rule disputes, find a way to resolve them. 😊
- Capella Tower Bags and Boards only!
- 20-minute games will be played – the first to win, or the highest score at the time limit wins
- Teams should check in 10 minutes early
- Teams will have a forced forfeit after being 5 minutes late
- Must play rock paper scissors or toss a coin. Winner gets to choose to go first, the side of the board they stand on, and the bag color
- Play directly across from your teammate
- Do not step beyond the box when throwing
- When not throwing, step away from the box
- You get roughly 20-30 seconds to throw to keep the game going
- First team to 21 or higher wins
- No skunk rules in place
- No bust rules in place
- Unlimited Subs
- Must be a Capella Tower tenant to play!
- Your match-up and scoring record will be updated on the Capella Tower Health Club website weekly by Wednesday at 11:30 am
- If your team misses two consecutive games, you will be disqualified.

## GAME SCORING

- Cancellation scoring will be used
  - Equal points cancel each other out
  - Only one team scores per round
- Bag goes in the hole = 3
- Bag was on the surface and ended up in the hole after being hit by another bag = 3
- Bag stays on the box surface = 1
- Bag is almost in the hole (hanging off a bit) = 1 point
- Bag hanging on the edge of a box but not touching the ground = 1 point
- Bag is on the box but is touching the ground (bag to be removed before continuing the game) = 0 points
- NO Bounces allowed – Bag cannot roll on the ground and onto the box = 0 points