



Parks Rec
Custom
Yard Games
Official Rule
Book

UPDATED APRIL 2020

BOCCE BALL

OFFICIAL RULES

SET-UP / GAME PLAY

Split up into 2, 3 or 4 teams; each team or individual has two bocce balls of one color.

To start the game, one team (determined by a coin toss) tosses the pallino (small white ball) anywhere on the playing field.

Players from each team then alternate throwing their bocce balls, trying to get their balls as close to the pallino as possible.

Play continues until each member of each team has thrown his or her bocce ball.

SCORING

After all the bocce balls have been tossed, the team with the bocce closest to the pallino wins the frame and earns 1 point (2 points if the bocce is touching the pallino).

The team that won the frame tosses the pallino and play continues. Try to keep the same throwing order throughout the game.

The first team to reach 10 points wins!

CAN JAM

OFFICIAL RULES

SET-UP / GAME PLAY

Set buckets 50 feet apart; partners face each other from opposite sides

Both partners complete one throw each before the next team's turn*

*For the very first throw of the game, only one partner throws the disc before passing to the other team

Play continues until one team reaches EXACTLY 21 points

SCORING

1 point for hitting the bucket with partner's assistance (one hand only)

2 points for hitting the bucket with no assistance

3 points for discs hit into the bucket

SLOT* = GAME OVER

*Top Slot: If a player throws disc into the top of the bucket without assistance, it counts as slot

GOING OVER

If a team exceeds 21 points, the points from that play are deducted from their current score

Example: a team has 19 points and accidentally dunks a bucket (3 points); their score is reduced to 16 points (19-3)

OVERTIME

If a team reaches 21 points, the opponents have the number of chances it took the first team reach 21 to tie the game and go into overtime

The team that tied the game chooses whether to throw first or second during overtime

Each team gets one turn; highest score wins

SPECS/MATERIALS

Buckets: Height=21.25", Diameter=14.5", Front Slot=15"x3"

Disc/Frisbee: 10.5" diameter

CORNHOLE

OFFICIAL RULES

SET-UP / GAME PLAY

Boards are placed 27 feet apart

Team partners face each other from opposite boards

Opponents alternate tosses until all 8 bags are played

Players can throw from anywhere behind the front of the board

The highest scoring team from the previous throw plays first in the next round

SCORING

The first team to reach 21 or more points wins

Bag on the board = 1 point*

*Any bag that bounces on or touches the ground does not score

Bag in the hole = 3 points

Cancellation scoring: The team with the highest score adds the difference of both scores to their total

SPECS/MATERIALS

Cornhole Boards: 2'x4' CDX plywood & 2x4s; finished with weather-resistant polyurethane

Bags: regulation 6"x6" weather-resistant bags made with 12-ounce durable duck canvas and filled with recycled plastic pellets. Weight 14-16 ounces

Holes: 6" diameter

JENGA

OFFICIAL RULES

SET-UP

Build a tower by placing three blocks per story. All blocks must be perpendicular to each other

GAME PLAY

Players take turns removing blocks. Blocks must be below the top three levels

Only one hand can be used while removing blocks. You can tap the structure in order to find out which pieces are loose

If you've moved a piece you didn't want to, you must put it back before taking out another piece

Players must always complete the top level with three blocks before starting another one

The last player who put the block on top before the tower collapsed wins

SPECS/MATERIALS

Blocks: 10.5" 2x4 pieces, stained and finished

KUBB

OFFICIAL RULES

SET-UP

Place the king in the center of the playing field, with 5 Kubbs placed at regular intervals along each baseline

Kubbs standing in their starting position on the baseline are called “Baseline Kubbs”

Kubbs thrown in the middle of the field, during gameplay, are called “Field Kubbs”

GAME PLAY

To decide which team starts, one person from each team throws a stick as close to the king as possible, without hitting it. The team with the stick closest to the king starts

Sticks must always be thrown vertically and underarm

Team A throws six sticks, from their baseline, at their opponent’s Baseline Kubbs

Kubbs that are successfully knocked down are then thrown by Team B onto Team A’s half of the pitch*. Team A then stands the field kubbs upright

*Any field kubb that is touching another kubb can be stacked on the other, thereby giving an advantage to the throwing team

Play then changes hands and Team B throws the sticks at Team A’s kubbs, but must first knock down any standing field kubbs. Again, kubbs that are knocked down are thrown back over onto the opposite half of the field and then stood upright

If either team leaves field kubbs standing, the kubb closest to the king now represents that side’s baseline, and throwers may step up to that line to throw at their opponent’s kubbs.

Play continues until a team knocks down all field kubbs, baseline kubbs and, finally, the King

SPECS/MATERIALS

Kubbs: 2.75”x2.75”x5.5” stained and finished wood

King Kubb: 3.5”x3.5”x12” stained and finished wood

Sticks: 12” long 1” wooden dowel, stained and finished

LADDER GOLF

OFFICIAL RULES

SET-UP

Ladders are set up about 15 feet apart

Partners face each other from opposite sides

GAME PLAY

The first player tosses all 3 bolas before the next player tosses his/her bolas

The winner of the round earns the first toss in the next round

Game is played to EXACTLY 21 points

If a player goes over 21 points in a round, the points for that round don't count

In the event of a tie, as many overtime rounds are played as needed until one team ends a round 2 points ahead of the other (the 2-point rule only applies in overtime rounds)

SCORING

3 points for the top step

2 points for the middle step

1 point for the bottom step

1 bonus point for hanging all 3 bolas from the same step or by hanging a bola on all 3 steps

SPECS/MATERIALS

Ladders: 42" tall, 23" wide; Leg/base width 24"

Bolas: 2 golf balls connected by 6" of nylon rope

MÖLKKY

OFFICIAL RULES

SET-UP

Skittles are arranged as pictured below:



A diagram showing the arrangement of ten skittles in a triangular pattern. The top row has three skittles labeled 7, 9, and 8. The second row has four skittles labeled 5, 11, 12, and 6. The third row has three skittles labeled 3, 10, and 4. The bottom row has two skittles labeled 1 and 2. A watermark for 'Parks Rec' and 'CUSTOM YARD GAMES' is visible in the background.

7 9 8
5 11 12 6
3 10 4
1 2

GAME PLAY

On a rotating basis, all players throw the throwing dowel (the Molkky) on the skittles. The throwing player receives either the sum of the fallen skittles (if more than one fall), or the number of points marked on the skittle (if only one falls). The first team to reach exactly 50 points wins.

ADDITIONAL RULES

After each turn, all fallen skittles are placed exactly on the spot where they fell. A skittle only counts as “fallen” if it does not lie on another skittle or on the Molkky. If no skittles are hit after a throw, it is considered a strike. If a team has 3 strikes in a row, that team is automatically out. If a team throws more than 50 points, they fall back to 35 points.

SPECS/MATERIALS

Skittles: 7” stained and finished (2”) dowel rod

Throwing Dowel: 9” stained and finished (2”) dowel rod

WASHERS

OFFICIAL RULES

SET-UP / GAME PLAY

Boards are placed 10 feet apart

Team partners face each other from opposite boards

Opponents alternate tosses until all 6 washers are played

Players can throw from anywhere behind the front of the board

The highest scoring team from the previous throw plays first in the next round

SCORING

The first team to reach 21 or more points wins

Washers can flip, bounce and roll before landing in a hole. However, a washer may not roll, bounce or flip off a person or the ground

1 point for the nearest hole

3 points for the middle hole

5 points for the farthest hole

Cancellation scoring: The team with the highest score adds the difference of both scores to their total

SPECS/MATERIALS

Boxes: 16"x48" CDX plywood & artificial turf

Washers: 1/8" thick, 2.5" diameter

Holes: 4" diameter

YARD PONG

OFFICIAL RULES

SET-UP / GAME PLAY

Fill 12 5-gallon buckets about halfway with water and set them up in triangle formation with 6 buckets on each side

Teams play on the same side, across from their opponents

Each player on a team throws once, aiming for the other team's buckets

If a ball goes in a bucket, that bucket is removed

Teams are allowed ONE re-rack per game

Once one team eliminates all the other team's buckets, they win!

REBUTTALS / OVERTIME

If a team eliminates all their opponent's buckets, the opposing players each get one chance to tie. Players shoot until they miss

3 buckets per side in triangular formation are used in overtime and the winning team throws first

Overtime game play is the same as normal game play

ADDITIONAL RULES

Players must throw from BEHIND the last row of buckets on their side

If 2 buckets are made in the same turn, the throwing team gets the balls back

If a ball bounces back towards the throwing team, both teams can battle for the ball. If the throwing team recovers the ball, the person who recovered it can attempt a trick shot (behind the back or between the legs)

No interference

No "island", "heating up" or bounce rules

— est. 2019 —

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