

1st ANNUAL

**BIG BODY GAMES
OFFICIAL RULEBOOK**



06/25/2021-06/27/2021



Table of Contents

| | | |
|-----------|---|-----------|
| 0. | Revision History | 5 |
| 1. | Introduction | 6 |
| 1.1 | Mission | 6 |
| 1.2 | Tournament Sponsors | 6 |
| 1.3 | Past Champions | 6 |
| 2. | Tournament Logistics | 7 |
| 2.1 | Entry | 7 |
| 2.2 | Tournament Fee | 7 |
| 2.3 | Tournament Format | 7 |
| 2.4 | Event Selection Pool | 8 |
| 2.5 | Schedule of Events | 8 |
| 3. | General Guidelines | 9 |
| 3.1 | Disclaimer | 9 |
| 3.2 | Scoring | 9 |
| 3.3 | Tournament Regulations | 10 |
| 3.4 | Discrepancies | 10 |
| 4. | BEER DIE | 11 |
| 4.1 | Introduction | 11 |
| 4.2 | Dimensions and Specifications | 11 |
| 4.3 | Gameplay | 11 |
| 4.4 | House Rules | 11 |
| 4.5 | Scoring | 11 |
| 5. | BOCCE (NOT REQUIRED FOR 2021) | 12 |
| 5.1 | Introduction | 12 |
| 5.2 | Dimensions and Specifications | 12 |
| 5.3 | Gameplay | 12 |
| 5.4 | House Rules | 12 |
| 5.5 | Scoring | 12 |
| 6. | BUCKETBALL (NOT REQUIRED FOR 2021) | 13 |
| 6.1 | Introduction | 13 |
| 6.2 | Dimensions and Specifications | 13 |
| 6.3 | Gameplay | 13 |
| 6.4 | House Rules | 13 |
| 6.5 | Scoring | 13 |
| 7. | CORNHOLE | 14 |
| 7.1 | Introduction | 14 |
| 7.2 | Dimensions and Specifications | 14 |
| 7.3 | Gameplay | 14 |
| 7.4 | House Rules | 14 |



| | |
|---|-----------|
| 7.5 Scoring..... | 14 |
| 8. DARTS (NOT REQUIRED FOR 2021)..... | 15 |
| 8.1 Introduction | 15 |
| 8.2 Dimensions and Specifications | 15 |
| 8.3 Gameplay..... | 15 |
| 8.4 House Rules..... | 15 |
| 8.5 Scoring..... | 15 |
| 9. HORSESHOES (NOT REQUIRED FOR 2021)..... | 16 |
| 9.1 Introduction | 16 |
| 9.2 Dimensions and Specifications | 16 |
| 9.3 Gameplay..... | 16 |
| 9.4 House Rules..... | 16 |
| 9.5 Scoring..... | 16 |
| 10. KAN-JAM (NOT REQUIRED FOR 2021) | 17 |
| 10.1 Introduction | 17 |
| 10.2 Dimensions and Specifications | 17 |
| 10.3 Gameplay..... | 17 |
| 10.4 House Rules..... | 17 |
| 10.5 Scoring..... | 17 |
| 11. KUBB | 18 |
| 11.1 Introduction | 18 |
| 11.2 Dimensions and Specifications | 18 |
| 11.3 Gameplay..... | 18 |
| 11.4 House Rules..... | 18 |
| 11.5 Scoring..... | 18 |
| 12. MÖLKKY (NOT REQUIRED FOR 2021)..... | 19 |
| 12.1 Introduction | 19 |
| 12.2 Dimensions and Specifications | 19 |
| 12.3 Gameplay..... | 19 |
| 12.4 House Rules..... | 19 |
| 12.5 Scoring..... | 19 |
| 13. PENNYBALL (NOT REQUIRED FOR 2021)..... | 20 |
| 13.1 Introduction | 20 |
| 13.2 Dimensions and Specifications | 20 |
| 13.3 Gameplay..... | 20 |
| 13.4 House Rules..... | 20 |
| 13.5 Scoring..... | 20 |
| 14. PICKLEBALL (NOT REQUIRED FOR 2021) | 21 |
| 14.1 Introduction | 21 |
| 14.2 Dimensions and Specifications | 21 |
| 14.3 Gameplay..... | 21 |
| 14.4 House Rules..... | 21 |



14.5 Scoring..... 21

15. PING PONG (TABLE TENNIS) (NOT REQUIRED FOR 2021)..... 22

15.1 Introduction 22

15.2 Dimensions and Specifications 22

15.3 Gameplay..... 22

15.4 House Rules..... 22

15.5 Scoring..... 22

16. POLISH HORSESHOES 23

16.1 Introduction 23

16.2 Dimensions and Specifications 23

16.3 Gameplay..... 23

16.4 House Rules..... 23

16.5 Scoring..... 23

17. SHAKABALL (NOT REQUIRED FOR 2021) 24

17.1 Introduction 24

17.2 Dimensions and Specifications 24

17.3 Gameplay..... 24

17.4 House Rules..... 24

17.5 Scoring..... 24

18. SPIKEBALL..... 25

18.1 Introduction 25

18.2 Dimensions and Specifications 25

18.3 Gameplay..... 25

18.4 House Rules..... 25

18.5 Scoring..... 25



0. Revision History

| Revision: | Date: | By: | Review: | Notes: |
|-----------|------------|-----|---------|---------------------------------|
| 0 | 05/23/2021 | JL | N/A | Official Issue for 2021 Use |
| C1 | 03/03/2021 | JL | | Updated for Team Competition |
| C | 02/06/2021 | JL | EH | Global updates for the 2021 BBG |
| B | 01/16/2020 | JL | EJ | Added Events |
| A | 06/06/2019 | JL | N/A | Initial Revision |



1. Introduction

1.1 Mission

The Big Body Games (BBG) are an event based upon three founding principles: athleticism, dexterity, and sportsmanship. This proven trifecta brings athletes together in a weekend-long, event-filled tournament of backyard sports and healthy competition, with the goal of fostering both an aggressive athletic atmosphere and an environment founded on fraternity and camaraderie.

1.2 Tournament Sponsors

2021: **Joe Laviano**

1.3 Past Champions

2021: **TBD**



2. Tournament Logistics

2.1 Entry

The BBG is an invite-only, five event tournament; competitors will receive notice of their invitation no later than 3 (three) months prior to the event date to provide ample time for training and refining the skills required to participate in all events.

2.2 Tournament Fee

There is a \$25 (twenty-five dollar) entry fee per athlete. All entry fees will be accumulated into a championship prize pool, dependent on the number of entrants.

2.3 Tournament Format

The 2021 Games format will be a team tournament. The team with the highest point total at the end of the weekend will be crowned champion.

Section 2.4 below details a pool of approved events selected by the tournament committee. Within this pool, **FIVE** events will be chosen at random before the tournament to be played at the Games (highlighted in green). It is advised that competitors familiarize themselves with all events on the approved list even though they may not show up during the competition. This list may be trimmed down prior to official event selection depending on the equipment available at the time of the Games.

Wherever possible, each event will have a minimum of three games played for each athlete. The formation of matches will be randomly assigned for EACH event. All event formats are at the sole discretion of the Tournament Sponsor, but will be decided upon and made publicly known prior to the Games.



2.4 Event Selection Pool

The following events have been vetted and approved for tournament play. Please note that events may be added or removed at any time at the discretion of the Tournament Sponsor.

2.4.1 Beer Die

2.4.2 Bocce

2.4.3 Bucketball

2.4.4 Cornhole

2.4.5 Darts

2.4.6 Horseshoes

2.4.7 Kan Jam

2.4.8 Kubb

2.4.9 Molkky

2.4.10 Pennyball

2.4.11 Pickleball

2.4.12 Ping Pong

2.4.13 Polish Horseshoes

2.4.14 Shakaball

2.4.15 Spikeball

2.5 Schedule of Events

The full schedule of events, heat assignments, brackets, etc. will be posted at least one week prior to the tournament and distributed to participants.



3. General Guidelines

3.1 Disclaimer

This section is a general guideline on event format, rules, and scoring; individual events may have a more specific rule set than described below. Therefore, this section is here to provide a foundational ruleset for the events but may not encompass the entirety of rules required for gameplay. Please refer to the specific event for a detailed explanation of event format, rules, scoring, etc.

3.2 Scoring

Each athlete will play their designated games in each event. The athletes will then be ranked, and points will be allotted in descending order. The points awarded is dependent on the number of participants, but below shows a typical example for a 4-team tournament:

| Place | Points Awarded |
|-----------------|----------------|
| 1 st | 10 |
| 2 nd | 8 |
| 3 rd | 6 |
| 4 th | 4 |
| 5 th | 3 |
| 6 th | 2 |
| 7 th | 1 |
| 8 th | 0 |

3.2.1 Tiebreakers

In the case of a tie, tiebreak procedure will be outlined for each event. As a sample, when looking at two teams' scores, a guideline similar to below will be used until a clear winner is decided:

1. Event Record
2. Total Point Differential (+/-)
3. Sudden Death Game



3.3 Tournament Regulations

Listed below are general guidelines to be followed throughout the tournament; each event will follow its own rules and regulations regarding gameplay. This is not meant to be an all-encompassing list, but rather a starting point that may expand as the Games evolve:

- Score reporting: Each game score will be reported together by the athletes and recorded on the scoreboard. Any scoring discrepancies will be resolved PRIOR to the final score being entered. Once entered, the game score is FINAL.
- Out-of-play interference: spectating is encouraged when not actively in an event, including cheering, booing, and witty banter. However, out-of-play athletes are prohibited from entering the field of play in an interferent manner. Each case of interference will be examined individually to determine potential scoring penalties.
- Tournament alcohol policy: drinking is both allowed and encouraged; however, as this is a marathon and not a sprint, over-indulgence could dampen an athlete's physical and mental capabilities. The BBG strives to provide a safe athletic environment for all competitors.

3.4 Discrepancies

The BBG is an outspoken advocate of the “call-your-own-fouls” approach to tournament play. The onus belongs to the athletes in-play when a scoring discrepancy comes out. However, should the athletes be unable to come to an agreement, the point is to be replayed, unless there is overwhelming and decisive evidence from the audience/committee members that an athlete should be awarded a point.



4. BEER DIE

4.1 Introduction

Deep in the Alpha Tau Omega house library at the University of Maine in 1972, four fraternity men tossed a single die above a table without letting it fall off the edge. Thus the game of Beer Die, also known as Snappa, was born, according to crowdsourced research from the official Beer Die League fan page.

4.2 Dimensions and Specifications

- Standard 6' folding table
- A minimum height throw line will be established (typically using a roof line as a point of reference). Minimum height should be at least 6 feet above the surface of the table.

4.3 Gameplay

Beer die will be played using these official rules: [Rules and Regulations](#)

Beer die will play out in the form of a 4-game-guarantee pool. The Randomizer© will randomly seed players into teams within the heat assignment chart. One player from each team will then play rock-paper-scissors to determine who throws first. Athletes from each team may choose their side of the field at their own discretion.

4.4 House Rules

The ruleset above will be printed out and available at the Games. The following house rules will also apply:

- Any throw that bounces legally on the opponent's side and rolls backward through your own cups will be awarded two points (field goal)
- Trapping the die against the table is strictly forbidden
- Overhand throws are acceptable, so long as the athlete's palm does not face the opponent's side of the table

4.5 Scoring

Games are played to 11 points.

1 point is awarded if the die hits the opponent's side of the table and then hits the ground.

1 point is awarded if the die hits either cup on the opposing team's side of the table.

3 points are awarded if the die is 'dunked' in one of the opposing team's cups.



5. BOCCE (NOT REQUIRED FOR 2021)



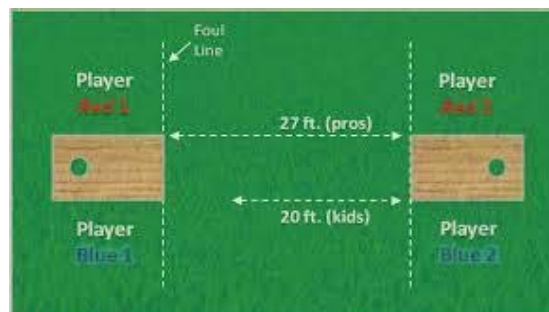
6. BUCKETBALL (NOT REQUIRED FOR 2021)

7. CORNHOLE

7.1 Introduction

Cornhole, bean bag toss, Bag-O, bags, sack toss, or whatever you may call it, first came about as an indoor method of playing horseshoes. Today, backyard degenerates throw bean bags in one hand while holding Natty Lights in the other.

7.2 Dimensions and Specifications



7.3 Gameplay

Cornhole will be played using these official rules: [Rules and Regulations](#)

Cornhole will play out in the form of a 4-game-guarantee pool. The Randomizer© will randomly seed players into teams within the heat assignment chart. One player from each team will then play rock-paper-scissors to determine who throws first. Athletes from each team may choose their side of the field at their own discretion.

7.4 House Rules

The ruleset above will be printed out and available at the Games. The following house rules will also apply:

- Bags that hit the ground prior to hitting the board are removed prior to the next throw

7.5 Scoring

Games are played to 21 points. Points are net; only one team is capable of scoring points within each round.

1 point is awarded for a bag on the playing surface

3 points are awarded for a bag in the hole



8. DARTS (NOT REQUIRED FOR 2021)



9. HORSESHOES (NOT REQUIRED FOR 2021)



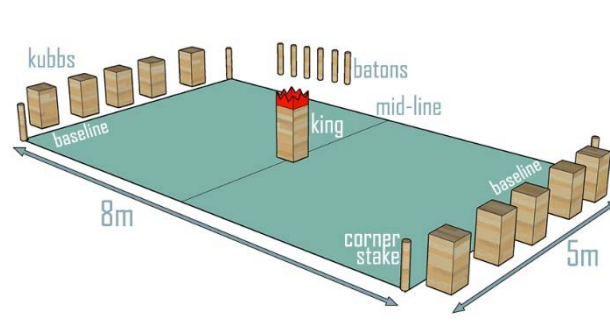
10. KAN-JAM (NOT REQUIRED FOR 2021)

11. KUBB

11.1 Introduction

Kubb, hailing from Sweden, closely resembles a mashup between bocce and chess. Nobody really knows how to play this Scandinavian masterpiece, but we do the best we can.

11.2 Dimensions and Specifications



11.3 Gameplay

Kubb will be played using these official rules: [Rules and Regulations](#)

Kubb die will play out in the form of a 4-game-guarantee pool. The Randomizer© will randomly seed players into teams within the heat assignment chart. One player from each team will then throw a baton toward the King; closest without touching the King goes first. Competition will open with a 2-4-6 formation (as played in official Kubb United competition).

11.4 House Rules

The ruleset above will be printed out and available at the Games. The following house rules will also apply:

- End-over-end will be strictly enforced
- Batons must be split evenly between teammates on each turn
- Teams get ONE chance (total) to hit the King each round

11.5 Scoring

Since Kubb is a game of completion as opposed to a point-scoring competition, Kubb competitors will gain points based on number of wins, and tiebreaks will follow thereafter.



12. MÖLKKY (NOT REQUIRED FOR 2021)



13. PENNYBALL (NOT REQUIRED FOR 2021)



14. PICKLEBALL (NOT REQUIRED FOR 2021)



15. PING PONG (TABLE TENNIS) (NOT REQUIRED FOR 2021)



16. POLISH HORSESHOES

16.1 Introduction

Drop the frisbee – lose a point. Drop the bottle – lose two points. Drop them all – lose your dignity.

16.2 Dimensions and Specifications

- 36' between poles

16.3 Gameplay

Polish Horseshoes will be played using these official rules: [Rules and Regulations](#)

Polish Horseshoes will play out in the form of a 4-game-guarantee pool. The Randomizer© will randomly seed players into teams within the heat assignment chart. One player from each team will then play rock-paper-scissors to determine who throws first. Athletes from each team may choose their side of the field at their own discretion.

16.4 House Rules

The ruleset above will be printed out and available at the Games. The following house rules will also apply:

- The frisbee must not be touched by the other team until it crosses the plane of the pole
 - Any frisbee caught prior to reaching the pole will result in:
 - First offense: Warning
 - Second offense: 1 point
 - Subsequent offenses: 2 points
- Only one hand may be used to defend against falling objects
- Both objects may be caught by the same person, provided only one hand is used
- A throw is deemed uncatchable if, at the point it crossed the plane of the pole, it is either below knee level or beyond the outstretched arm of the catching player

16.5 Scoring

Games are played to 21 points; win by 2.

1 point is awarded to the throwing team if the (catchable) frisbee touches the ground.

2 points are awarded to the throwing team if the bottle touches the ground.

Points are additive (i.e. 3 points are awarded if both objects touch the ground).



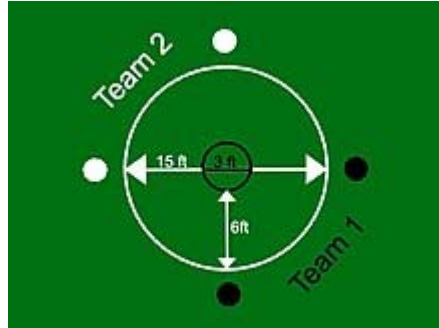
17. SHAKABALL (NOT REQUIRED FOR 2021)

18. SPIKEBALL

18.1 Introduction

Spikeball Roundnet, the most recently invented of any of the Games events, was also the only event to be featured on Shark Tank. If Mark Cuban approves, so do we.

18.2 Dimensions and Specifications



18.3 Gameplay

Spikeball will be played using these official rules: [Rules and Regulations](#)

Spikeball will play out in the form of a 4-game-guarantee pool. The Randomizer© will randomly seed players into teams within the heat assignment chart. One player from each team will then play rock-paper-scissors to determine who throws first. Athletes from each team may choose their side of the field at their own discretion.

18.4 House Rules

The ruleset above will be printed out and available at the Games. The following house rules will also apply:

- None for Spikeball

18.5 Scoring

Games are played to 21 points; win by 2.