

3RD ANNUAL

**BIG BODY GAMES
OFFICIAL RULEBOOK**



8/17/2023-8/19/2023



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0. Revision History

Revision:	Date:	By:	Review:	Notes:
0	01/14/2023	JL	N/A	Preliminary Issue



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**
2022: **Eliot Johnson**
2023: **Nick Panarello**

1.3 Past Champions

Year	Champion	Biggest Body
2021	Joe Laviano	Nick Panarello
2022	Joe Laviano	5-Way Tie (Eliot, Eric, Joe, Picca, Tim)
2023	TBD	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

As with previous years, there is no tournament entry fee. Beyond playing for pride, athletes will play for the 2023 BBG Trophy.

2.3 Event Selection

The 2023 Games format will be an individual tournament. The athlete with the highest point total at the end of the weekend will be crowned champion.

2.4 Event 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 Cornhole

2.4.3 Kubb

2.4.4 Polish Horseshoes

2.4.5 Spikeball

2.5 Schedule of Events

The full schedule of events, heat assignments, etc. have been posted to the official Big Body Games website as of the publishing of this rulebook.



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 Event Format

All events will follow an 8-game-guarantee double round robin format. For each event, a total of 14 heats will be played. Each athlete will have 8 games within those heats (and therefore 6 games ‘off’). Prior to each event, athletes will be seeded with numbers 1 through 7 and placed within the event pool. It is important to note that athletes shall NOT retain the same number in any of the 5 seedings to ensure a varied team structure. The pool format ensures:

- Each athlete plays 8 games
- Each athlete plays with each person at least once (and 2 games against repeat opponents)
- Each athlete plays against each person at least once
- Four players will play against the same team combination twice, but have a different teammate in those occurrences to ensure maximal parity

3.3 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.

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



3.4 Tiebreakers

When placing athletes in each event, the tiebreak procedure will simply run as follows:

1. Event Record
2. Total Point Differential (+/-)
3. Girth-off

Should an event not have a point differential category (i.e. Kubb), proceed directly to the Girth-off.

When placing athletes for the overall standings, the tiebreak procedure will (similarly) run as follows:

1. Total Points
2. Total Event Wins
3. Girth-off

3.5 Girth-Offs

In individual events, shall two athletes be tied in both event record and point differential, no further statistical tie-breakers will be used. If both tiebreak procedures are exhausted, the two athletes will participate in a ‘girth-off’, or a sudden death tiebreaker to determine placement in that event. Once a girth-off has been announced, the two participating athletes will come to a consensus on the girth-off event; there are no rules for what the girth-off has to entail, so long as it uses the equipment from that event. If no consensus can be reached after 5 minutes, the default girth-offs will be:

3.5.1 Beer Die

- Athletes stand on opposing ends of the table, with a single cup placed in the center on their end of the table.
- Athletes will roll for position – higher die toss decides whether they want to go first or second.
- Each athlete will alternate throwing a single die; first to sink the opposing cup wins.
- A single rebuttal throw will be allowed to continue play.

3.5.2 Cornhole

- Athletes stand on opposing ends of the court.
- A coin flip will decide who throws first.
- Each athlete will throw all 8 bags at the opposing board. Their score will be the sum of their points accumulated from all 8 bags.
- If tied, repeat.



3.5.3 Kubb

Athletes may choose between one of the two default girth-offs (if not deciding on their own):

1. Athletes will alternate turns throwing at the King. First athlete to miss the king in a round loses.
2. Athletes will be timed in their ability to knock the opposing 5 kubbs (and the king) as quickly as they can. Athletes will have to retrieve their batons should they not complete the task with their 6 original batons.

3.5.4 Polish Horseshoes

- Athletes stand on opposing ends of the field.
- A coin flip will decide who throws first.
- Athletes will take turns throwing a sealed Truly in attempt to knock the bottle off the opposing pole.
- First person to knock the opposing bottle off wins. Loser drinks the Truly.

3.5.5 Spikeball

- There are no default girth-offs defined for Spikeball. Anything goes.

3.5.6 FINAL Girth-off

At the end of tournament play, should two athletes be tied in overall standings AND event wins, athletes will proceed to a FINAL GIRTH-OFF. As with individual events, the girth-off tiebreaker is at the discretion of the two athletes involved in the Girth-Off.



3.6 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.

3.7 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](#)

Athletes will compete in the 8-game-guarantee round robin format described above. The Randomizer© will randomly seed players into teams within the heat assignment chart. One player will be randomly chosen each heat to call the coin toss. The winner of the coin toss may then choose one of three options: play first, side, or defer the choice.

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.

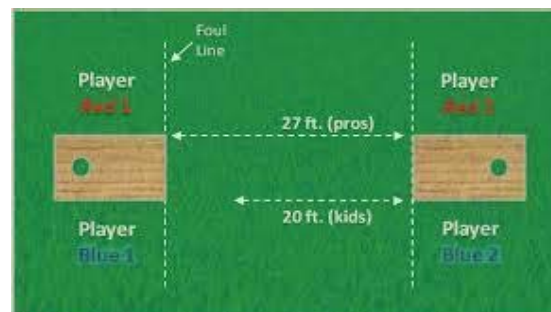
3 points are awarded if the die is 'dunked' in one of the opposing team's cups.

5. CORNHOLE

5.1 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.

5.2 Dimensions and Specifications



5.3 Gameplay

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

Athletes will compete in the 8-game-guarantee round robin format described above. The Randomizer© will randomly seed players into teams within the heat assignment chart. One player will be randomly chosen each heat to call the coin toss. The winner of the coin toss may then choose one of three options: play first, side, or defer the choice.

5.4 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

5.5 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

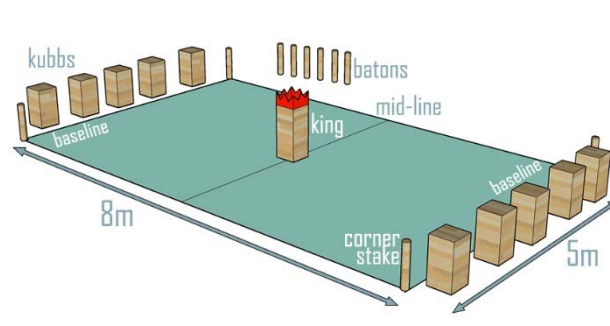
3 points are awarded for a bag in the hole

6. KUBB

6.1 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.

6.2 Dimensions and Specifications



6.3 Gameplay

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

Athletes will compete in the 8-game-guarantee round robin format described above. The Randomizer© will randomly seed players into teams within the heat assignment chart. One player will be randomly chosen each heat to call the coin toss. The winner of the coin toss may then choose their side. One player from each team will then throw a baton toward the King; closest without knocking over the King goes first. Competition will open with a 2-4-6 formation (as played in official Kubb United competition).

6.4 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

6.5 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.



7. POLISH HORSESHOES

7.1 Introduction

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

7.2 Dimensions and Specifications

- 36' between poles

7.3 Gameplay

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

Athletes will compete in the 8-game-guarantee round robin format described above. The Randomizer© will randomly seed players into teams within the heat assignment chart. One player will be randomly chosen each heat to call the coin toss. The winner of the coin toss may then choose one of three options: play first, side, or defer the choice.

7.4 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 (& re-throw)
 - Second offense: 1 point (& re-throw)
 - Subsequent offenses: 2 points (& re-throw)
- 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

7.5 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.

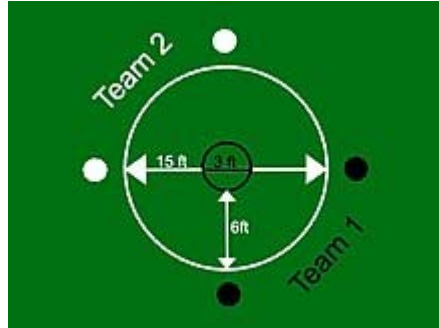
Points are additive (i.e. 3 points are awarded if both objects touch the ground).

8. SPIKEBALL

8.1 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.

8.2 Dimensions and Specifications



8.3 Gameplay

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

Athletes will compete in the 8-game-guarantee round robin format described above. The Randomizer© will randomly seed players into teams within the heat assignment chart. One player will be randomly chosen each heat to call the coin toss. The winner of the coin toss may then choose one of three options: play first, side, or defer the choice.

8.4 House Rules

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

- The extended serving length will not be enforced
- The “no-hit-zone” will not be enforced

8.5 Scoring

Games are played to 21 points; win by 2.