Original game

The first player to score 20 points wins

Game Play:

- The player with the green balls will throw first every round.
- Players alternate throwing balls during each round.
- Each toss must be overhand and the ball must bounce once and only once on the ground in order to score points.
- Repeat this process until all six balls have been thrown for the round
- Balls remain in the scoring slots until the round is over
- Note: If you don't have a flat surface, you can either play it on a table following the normal rules, or toss the ball underhand without any bounces

Scoring:

1. Points are added to the player's score after each throw based on where the ball lands.
2. The top shelf (the largest one) is worth one point, the next one down is worth two points, followed by three points, and lastly the bottom and smallest shelf is worth four points.
3. The game is played to 20 points exactly. See *Special Conditions 1 and 2* for rules on busting and ties.
4. The small DELU hole on top is an automatic win, see *Special Conditions 3* for exceptions.

Special Conditions:

1. If a player scores more than 20 points on any throw, they *bust*, and their score goes down to 15 points and play continues as normal.
2. If both players score 20 points in the round, they play overtime. Their scores start at 15 and they begin a new round.
3. If a ball lands in the DELU hole, the other player has a chance with their remaining balls that round to tie the game and send it to overtime. The ball in the hole is removed and the other player can throw their remaining balls and tie by scoring 20 points exactly or making it in the hole as well. If they manage to score 20 or make it in the hole, they start a new round and follow the overtime rule.

Winning:

- To win a player must have exactly 20 points at the end of the round or have made it in the DELU hole without any sort of tie described in the *Special Conditions*.

Speed Race Game:

The team that scores 20 or makes it in the top hole first wins

Game Play:

- Set up two game boards next to each other and determine the throwing line about 5-7 feet away
- Split into two teams, one team gets all six of the green balls and the other team gets all six of the blue balls. Each team will be throwing at their own board in front of them*
- Throws must be overhand and bounce once and only once on the ground to score points
- When ready, both teams start throwing their balls, one player at a time. Once all the balls have been thrown, the team can then go retrieve them and get back to the line to start throwing again. A team may not start throwing until everyone has made it back to the line with their balls.
- The goal is to score as fast as possible. There is no need to wait for the other team to throw their balls

Scoring:

1. The game is played to 20, if a team busts, they go back to 15. If one player interferes with the other team trying to collect their balls, it is an automatic 5 point deduction
2. If the ball is made in the top hole, it is an automatic win, no chance for the other team to tie it up in this game mode

Special Conditions:

1. If a player scores more than 20 points on any throw, they *bust*, and their score goes down to 15 points and play continues as normal.
2. If both players score 20 points in the round, they play overtime. Their scores start at 15 and they begin a new round.

*This game can be played 1v1 and each player gets only three balls. If playing on teams of 3-4 players, each player gets only one ball per round

Winning:

- To win a team must score exactly 20 points or make it in the DELU hole before the other team does

Grass, sand, or other soft surface:

The first person to score 20 points wins

Game Play:

- Toss the ball underhand. There is no need to bounce on the ground in this situation.
- All scoring and other rules are the same as the normal game

Tournament Play:

- This game can be played as a single or double elimination tournament where two teams play each other in a bracket format.
- It can also be played where there are many games going on and the first set amount of teams to finish move on to the next round until there is one team left.
- For example, if there are 20 teams, the first 10 teams to win move on, then the first 5 to win move on, then the first 2, then the winner of that wins, or some variation of that.