

POPONGO RULES

BALLS

5 BALLS EACH PLAYER OR TEAM. Different colors for each set of balls to differentiate teams. If a ball is thrown and it bounces off the board and rolls all the way back to the feet of the player who threw it, they can throw it again. They cannot walk to the ball, it has to come all the way back to them..

CUPS

9 CUPS

- Green cup.....6 points
- Yellow cup.....4 points
- Red cup.....2 points
- Blue cup.....1 point
- Black cup.....Equalizer

CUPS

MULTICOLORED CUPS. Each color is worth different points regardless of how they are organized in slots. Game is to 50 or whatever the participants want to set as the winning score at the beginning of the game. Winner has to score the exact, agreed upon, winning points to win the game.

ARRANGEMENT OF CUPS

Rivals have the right to re-arrange the cups on the opposite team's board if they choose to, in order to make their throws more challenging or easy, but that will also affect the team member throwing from that side (if there are 2 boards). The rearrangement has to take place at the beginning of the game. If there are only 2 players (one board), the same rule applies. Either player can change the layout of the cups at the beginning of a game if they choose to. Try to organize the placement of the cups so that like colors are not right next to each other. Space the like colors as far from each other as possible.

BOARD(S)

1 board, 2 players or 2 boards and 2 players on each team. 1 team member on each side. Players will take alternating turns until all 5 balls from each player have been thrown. Players will stand 15ft. from the base. Younger players (under 10) or older players can choose to stand closer (10ft).



RULES

POINTS

1 point earned if the ball gets stuck on the board between the cups. If the ball is knocked off, the player does not get the 1 point.

If both players land 1 ball in the same cup, neither player gets the points. If a player has 2 balls and the other player has one ball in the same cup, the player with 2 balls will get the points for that cup. Example... both players hit the green cup. The player with 2 balls will get 6 points for that cup. Not 12 points!

If a player has multiple balls in a single cup, each ball is worth the points earned for that cup as long as they are the only player with balls in that cup.

EQUALIZER (BLACK CUPS)

WHEN IT HINDERS:...During the game, if a player lands in an equalizer, they lose the points earned from the previous immediate throw in that turn. Example... If a player throws and hits 2 points and with their next throw they hit the equalizer, they lose the 2 points earned from that immediate previous throw. If a player throws and hits 2 points and with their next throw, they hit 1 point, if they hit the equalizer on their next throw, they will only lose the 1 point that was earned from the immediate previous throw. It does not affect the 2 points earned 2 throws before hitting the equalizer. If after hitting 2 points, the next throw earned no points and if the equalizer is hit with the next throw, no points are affected because no points were earned from the immediate previous throw before hitting the equalizer. If a player lands in an equalizer twice during the same play/turn (5 balls), they lose the remaining balls for that play/turn and their team member (if there are 2 boards and 2 teams of 2 players each team) will lose one ball from their next turn.

If both players land in the same equalizer cup, it equalizes the equalizer which means that neither will lose the points they made, if any, from their immediate previous throws. The first person to have landed in the equalizer will regain the points they had lost and the second person will not lose the points they would have lost if they were the only one in that particular equalizer cup. If a player lands another ball in any of the 2 equalizer cups, the equalizer will only affect the person with 2 balls in the equalizer cups. They will lose the rest of their throws for that turn and any points earned, if any, from the immediate throw before hitting the equalizer the second time. Also, if they have a partner throwing from the other side, that partner will lose one ball from their next turn.

WHEN IT HELPS: To win the game, a player has to score the exact winning points agreed upon at the beginning on the game. If a player goes over the points necessary to win a game, they can hit an equalizer and the overage points will be subtracted down to the agreed winning score. Game over!! Rule of thumb is to go back to half the points set as the winning score.