

Official Adult Field Day Rules

Waivers required for Parks & Rec and Axe Throwing: All participants will sign a waiver and follow the same rules.

Cornhole- Max 100 pts

- 1 pt for each bag that lands on the top of the board
- 3 pt for each bag that is tossed through or knocked into the hole.
- Underhand ONLY
- Split into pairs of two within your team.
- There will be four games going at once. Four chances for teams to score pts.

Scoring

- Tally Pts after all 8 bags have been thrown.
- **TOTAL = YOUR PTS – OPPONENTS PTS**

End of Game

- First Team at exactly 21 pts or winning when time is up.
- Each team of two that wins earns 25 pts for their team, a max of 100 pts.
 - 4 games at 25 pts each

Life Size Beer Pong – Max 100 pts

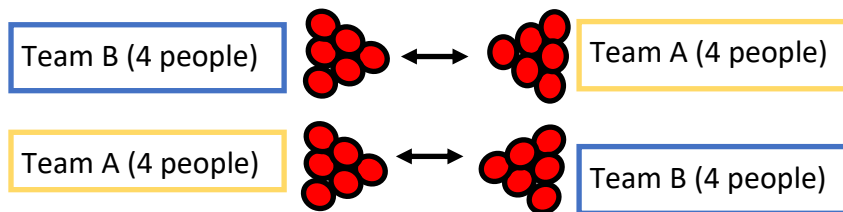
- Each team will separate into two groups of four. Each group of four will play a beer pong game with the opposing team's group of four. (4 v 4).
 - **Example:** Team A group one will play Team B group one. (4v4) Team A group two will play Team B group two (4v4). Groups stay together on one side near "cups". Other team is on the opposite side near "cups".
- Each team takes their respective shots. Each team will get two (2) throws per round.
- Each turn two of the four will throw. Rotating between turns. (Can be two different or the same person)
- If a player from team A makes a cup, then team B should remove the cup from their side of the play area.
- If a team makes two cups in a row, then they earn "Send Back" and continue to shoot until they miss. When they miss it becomes the opposing team's turn.
- The game continues in this way, with two shots per team at a time, followed by two shots from the other team. The team that can clear all the opposing team's cups first is the winner.
- When three cups are remaining teams are allowed to re-rack their cups as desired.

End of Game/Rebuttal Rules:

- Once a team has made all the cups, they earn 30 pts (5 pts for each cup) plus an additional 20 pts for clearing cups first. The other team gets the chance to answer (regardless of if they threw first to start the game). They can earn as many pts as they can. However, they cannot earn the additional 20 pts.
- If one or more cups are remaining an unlimited 1-ball Redemption is given. Players on the losing team may continue shooting until one of them misses. As soon as a miss occurs, the game is over.
 - **Example:** If Team A makes all their cups, they earn an additional 20 pts for winning. Team B has a chance to earn more points by continuously shooting until they miss. Team B will add their additional points made in the redemption round to their total pts, but DO NOT earn an additional 20pts.
- No overtime is allowed.

Scoring

- Both the losing team and winning team will tally their pts by how many cups they made in to calculate their score.
- 1 cup = 5 pts
- Winning Team earns an additional 20 pts.
- The winning team of each group can win a max of 50 pts.
 - 6 cups at 5pts each + 20 pts for winning = 50 points per team



Axe Throwing – Max 480 pts

Teams will throw head-to-head in a Mobile Axe throwing unit. Each player gets four throws for a total of 36 throws per team.

Additional 10 pts for team that win the head-to-head competition.

Scoring

Target Scoring

- 15 pts for the green circles.
- 10 pts for the bullseye.
- 5 pts for getting it on the board and it sticks (3 seconds)

Pony Races- 100pts

Each team will go head-to-head with another team. There will be eight rounds (12 half rounds) of the course and the winning team of each head-to-head round will earn an additional 10 pts. The pony race will be relay-style where each teammate will complete half the course and must tag/high five/touch the next teammate until their team completes the course eight whole times. The pony race MUST be completed correctly.

- Time for each team will be kept, recorded, and ranked against all other teams. The majority of points earned will be based off time.
- If participants skip parts of the course or cheat, the referee can deduct up to 5 pts per occurrence.
- 6 vs 6

Team Scoring

After time has been recorded and ranked for everyone, pts will then be assigned accordingly.

- 1st- 90 pts (Fastest time)
- 2nd- 85 pts
- 3rd- 80pts
- 4th- 75 pts
- 5th- 70 pts
- 6th- 65 pts
- 7th- 60 pts
- 8th- 55 pts
- 9th- 50 pts
- 10th- 45 pts
- 11th- 40 pts
- 12th- 35 pts (Slowest Time)

If your team wins their head-to-head round, they earn an additional 10 pts. A team can earn up to 100 pts.

Mini Golf – Max 100pts

Objective: Lowest amount of strokes win

Team Scoring

- Each Team must play all 6 rounds and the team with the fewest strokes is the winner.
- Teams will pair up with the opposing team to compete in mini golf.
- 5 stroke limit per hole.
- One stroke penalty if: Ball jumps fairway – play next shot from spot where ball jumped fairway. If the ball were to get stuck on the course, it becomes a free ball. Play from the spot originally hit from NOT nearer the hole.
- Teams will be in responsible for their own scoring.

Scoring-

- 1st- 100 pts (Lowest # Strokes)

- 2nd- 95 pts
- 3rd- 90pts
- 4th- 85pts
- 5th- 80 pts
- 6th- 75 pts
- 7th- 70 pts
- 8th- 65 pts
- 9th- 60 pts
- 10th- 55 pts
- 11th- 50 pts
- 12th- 45 pts (Highest # Strokes)

Human Foosball – 100pts

Objective: The team with the most goals/earned points win.

Rules of Play

- 5 players from each team will compete: 5 v 5
- Players face the opposite team's goal.
- Players must place and keep one hand on each side of the color coded band
- Players can only move side to side.
- No player is allowed to move forward or backward on the court or switch positions once the game begins. Only halftime will allow for substitutions/position changes.
- No player, except the goalie, is allowed to touch the ball with their arms or hands. They must keep at least one hand on the pole.
- Players must not remove their hands from the pole while the ball is in play.
- Only players' feet and legs may be used to move or block the ball while in play.
- The ball must always remain below the foosball poles.
- Jumping, leaning, or climbing over the foosball poles is not allowed.
- Kicking, tripping, or attempting to kick or trip an opponent is not allowed.
- Verbal or physical abuse of another player or referee will not be tolerated.
 - The referee has the right to deduct pts or remove the player from the game as needed if rules are not followed.
- The length of each game will last 3 periods.
 - There will be 3, 6-minute periods.
 - Substitutions will be allowed during those breaks.

Team Scoring

- 5 pts per goal made.
- 10 pts for the team that does not score any goals or less than 10pts.
- An additional 20 pts for the team that wins the head-to-head competition.
- **PTS EARNED + WINNING PTS = TOTAL PTS**

