



Lawn Game Rules



Updated April 4, 2025

1. Pre-Game – Equipment, Game Time, Fields

Spirit of the League: The primary focus of FCSSC is FUN! This league is a positive and encouraging environment that is welcoming to players of all backgrounds and playing abilities, with the goal of getting moving, meeting new people, and having fun while doing it! We look forward to an awesome season of welcoming and inclusive play.

Play that is competitive, overly aggressive, rough and/or unsportsmanlike such as pushing, shoving, elbowing, shouldering, tripping, hacking, slashing, sliding, tackling, ball blasting, chirping, name calling, threats and intimidation, is prohibited and will not be tolerated by FCSSC. FCSSC IS FIRST-AND-FOREMOST-FOR-FUN. ANY ROUGH OR PHYSICAL PLAY WILL RESULT IN IMMEDIATE EXPULSION FROM THE GAME, THE LEAGUE, THE CLUB AND/OR ALL OF THE ABOVE. All players should go out of their way to avoid contact with other players and/or eliminate actions or behaviours that could jeopardize player safety. If accidental contact occurs it is expected that players will apologize for that contact, ensure everyone is alright and stop the game to seek appropriate help as required. This rule supersedes all others!

Equipment/Set-Up: FCSSC game hosts will provide all game equipment.

Mixed Gender Requirements: FCSSC is committed to providing inclusive access to for-fun sport for players of all gender identities.

In this mixed gender league, teams are comprised of five (5) players with a minimum of two players of the non majority gender (for example, a team with 3 men must have 2 players of another gender on the field).

Game Time/Default:

- Please arrive 15 minutes early so that you can start your games on time. Games are 55 minutes in length, with a 5-minute break at halftime. Teams are comprised of two (2) players of any gender.
- A default will occur if any team cannot field a squad by 10 minutes after the official start time.

Foul Weather: In the event of severe weather (thunder and lightning storms) games should immediately be stopped and players should take cover away from open spaces. Wait 15 minutes; if the severe weather passes, continue play. If it does not and the game was in the first half, the scores will not count and the game may be rescheduled to a make-up date. If it was in the 2nd half, the score at the time of stoppage will be recorded as the final.

Alcohol: THERE IS ABSOLUTELY NO DRINKING OF ALCOHOLIC BEVERAGES PERMITTED WHILE PLAYING!! ANY OFFENDERS WILL BE ASKED TO LEAVE THE LEAGUE WITHOUT REFUND. No exceptions.

2. In Game – Cornhole, Spikeball, Ladder Golf, KanJam

Cornhole:

Set Up & Playing the Game

- Boards are set up approximately 27 ft. apart, and teammates will stand behind opposite boards.
- Throw your bag (underhand) at the opposite board and **alternate throws** with the player next to you
- Any bags that fall off the board, or that hit the ground before landing on the board don't count towards the score.
- Once all the bags have been thrown, total the score for that round.

Scoring

- 1 point: Bag on the board
- 3 points: Bag tossed or knocked through the hole
- Points are tallied using the cancellation method (TOTAL SCORE = your points – opponent's points)
- Games are played to 21 points

Spikeball:

Set Up & Playing the Game

- Determine a serving order which alternates players from the two teams (eg. Player 3 follows Player 1)
- All players except the receiver must begin the point at least 6 feet from the net, and the server and receiver must start the point directly across the net from each other. Once the server strikes the ball, players can move or hit in any direction.
- Each team has up to 3 touches per possession to return the ball to the net, and back to the other team. Touches must alternate between teammates, and must not be a catch, lift or throw. Players may use any individual part of their body to hit the ball.
- Possession changes once the ball touches the net.

Scoring

- Points can be won by the serving or receiving team
- The rally ends and a point is awarded when:
 - The ball contacts the ground or otherwise isn't returned onto the net within 3 touches
 - The ball is hit directly into the rim at any time, unless it's the first serve
 - The ball bounces and falls back onto the net or rim
 - The ball clearly rolls across the net
- Games are played to 21 points

Ladder Golf:

Set Up & Playing the Game

- Ladders are set up approximately 13 ft. apart, and teammates will stand behind opposite boards.
- The first player must **toss all 3 bolas** before the next player tosses theirs. Bolas can be tossed in any way with player chooses, as long as they are tossed individually, and can be bounced off the ground.
- Any bolas knocked off during the game do not count towards the score.
- Once all the bolas have been tossed, tally the score for that round.

Scoring

- 1 point: Bottom Step
- 2 points: Middle Step
- 3 points: Top Step
- Bonus point: All 3 bolas on one step
- Bonus point: 1 bola on each step
- Games are played to 21 points

KanJam:

Set Up & Playing the Game

- Kans are set up approximately 50 ft apart and teammates will stand behind kans on opposite sides of the field
- Partners alternate between throwing and deflecting
- Points are not awarded if the throwing player does not throw from behind the goal, a throw hits the ground before hitting the goal, or the deflector double-hits, catches or carries the disc.

Scoring

- 1 point: **Redirected hit**, where the deflector redirects the thrown disc and hits any part of the goal
- 2 points: **Direct hit**, where the thrower hits the side of the goal unassisted by their partner
- 3 points: **Dunk**, where the deflector redirects the thrown disc and it lands inside the goal (either through the top of the kan, or the slot opening)
- Instant Win: **Direct Entry**, where the thrower lands the disc through the front slot
- Games are played to an exact score of 21 or an “instant win”