

Thank you for your interest in the Yard Games league offered by Woodbury Parks & Recreation. If you are no longer the manager, please forward this to the new manager. If you have any questions regarding the leagues, please feel free to contact the League Director, Jeremy Bailey at jeremy.bailey@woodburymn.gov or (651) 414-3436.

REGISTRATION INFORMATION

- ✓ To register a team, the manager must submit league registration and full payment during the appropriate time period listed below. **No registration will be accepted without payment.** A team is not given a spot until all fees are paid. Woodbury Parks & Recreation accepts payment by cash, check or credit card. The following is a list of different ways to register your team.
 1. **ONLINE:** Register online at <https://www.woodburymn.gov/384/Recreation>. Click on the box labeled register or view programs and events. You will be directed to our registration login page. Create an account and login. Once logged in, click on the search tab and select type **ADULT SPORT LEAGUES**. This will bring you to the list of adult leagues we are offering this upcoming season. Click on the empty square box in front of the activity #. The selected league will appear at the bottom of the screen, click "Add to Cart" button to proceed to checkout.
 2. **EMAIL:** Scan and email registration materials to jeremy.bailey@woodburymn.gov. Include credit card information on email registrations or call 651-414-3436 with your credit card payment.
 3. **PHONE:** Call the league director, Jeremy Bailey, at 651-414-3436 to register over the phone. Credit card payment is required. Managers need to submit a hard copy of the registration form.
 4. **IN-PERSON:** In-person registration is accepted at the Woodbury City Hall Welcome Desk Monday-Friday; 8:00 am-4:30 pm within the registration dates. Woodbury City Hall building address is 8301 Valley Creek Road, Woodbury, MN 55125.
 5. **DROP-BOX (after-hours):** Place your registration within the registration dates in a sealed envelope labeled 'YARD GAMES' and drop it in the after-hours in the silver utility payment deposit box located in the parking lot median at Woodbury City Hall.
 6. **MAIL:** Mail-in registration can be submitted within the registration dates to Woodbury Parks and Recreation Department, 8301 Valley Creek Road, Woodbury, MN 55125.

LEAGUE INFORMATION

- ✓ **When will we know what league we got into?**
You will receive a receipt when you register that will show the league your team is registered for.
- ✓ **What games are played?**
Bags, Bocce, Washers, Ladder Golf, Kubb, and Polesh have been played in previous seasons. Teams can expect some combination of these games to be on the schedule. We are always open to new game suggestions for future leagues. Recommendations can be emailed to the league director.
- ✓ **What times are games played and where?**
Games will be played at Ojibway Park between 6:00-9:00 pm (*unless otherwise noted on the schedule*).
- ✓ **When will we get our schedules?**
League schedules, rules and other important league materials will be emailed to team managers the week prior to your leagues starting date. Please make sure you provide at least one email on your registration

form. Schedules, standings and other information will be posted on the Woodbury Adult Athletics website at <http://www.teamsideline.com/woodburymn> prior to your 1st game.

✓ **Team roster and eligibility requirements?**

1. A roster is not required until your first game. Team rosters are turned in through the league website, www.teamsideline.com/woodburymn. Instructions will be provided in the league welcome email.
2. A team consist of 2 players each night.
3. The 2 players that start playing on a night must finish playing on that same night. You can't sub halfway through a night of games. The same 2 players must start and finish each night.
4. Minimum age for players is 18.
5. Maximum number of players allowed per team roster is 4.
6. The last time on which roster changes can be made is before the third week of the season.
7. In the event that a team disbands before the scheduled games are complete, all the remaining games will be credited to their scheduled opponent. No refund will be made.

✓ **What are the Manager's Duties?**

1. Make sure you have a full team for every game.
2. You are responsible for taking charge of your team's and your spectator's conduct.
3. Any schedule information, changes or other league information will be sent to you. Make sure we have your current email address. It is your responsibility to pass the information on to your players.
4. Know the rules. Tell your players the rules. This way the game will run smoothly & help your team concentrate on playing.

✓ **Important Park Rules**

1. Please do not bring glass bottles to the park - plastic and aluminum are okay.
2. No tobacco products are allowed
3. Please handle any food or drink you bring with you responsibly. Please don't ruin the fun this league offers to participants.

✓ **What is the refund/cancellation policy?**

1. If Woodbury Parks & Recreation cancels a league due to low numbers, a full refund will be given.
2. If a team chooses to back out of the league after the registration deadline, no refund will be given.
3. If games are cancelled due to poor weather conditions or school closures and no make-up dates are available, a program credit will be issued for the amount of the official for that game.

REGISTRATION DATES

Registration Dates	Registration Priority	Registration Notes
Now – May 9	Open registration for ALL teams	First come, first served basis – if space is still available
All teams must register and pay the full fee at that time – No Exceptions!		

YARD GAMES LEAGUE

League	Teams	Season	Start Date	Times	Team League Fee	Sales Tax 8.875%	Total Fee Due
Thursday CoRec	16	5-week regular season and the season ending playoff night	6/5	6–9 pm	\$110.00	\$9.76	\$119.76

**The league fee covers a full team – only the team manager needs to sign up and pay the team fee **

**Fees – We are required by state law, to charge 8.875% sales tax on all leagues – it is included in the fee.



2026 Yard Games Registration Form

Team Name: _____
{This is the name that will be printed on all schedules}

Manager's Name: _____

Address: _____

City _____ State _____ Zip _____

Home Phone: (____) _____ Cell Phone: (____) _____

Email: _____

Your Email will be used as the primary form of communication from our office. If you do not check your email frequently or do not want your e-mail address used, please do not list it below.

Teammate Name/Phone/Email: _____

Select a league (fees include sales tax*):

Yard Games League - #551760-01 (\$119.76 per team*)

PAYMENT		
Form of Payment <input type="checkbox"/> Cash <input type="checkbox"/> Check (payable to City of Woodbury) <input type="checkbox"/> Credit Card	Credit Card Type <input type="checkbox"/> Visa <input type="checkbox"/> MasterCard <input type="checkbox"/> Discover <input type="checkbox"/> American Express	League Fee \$ _____
Signature _____		Office Use Date Received: ____ / ____ / ____ Received By: _____
Credit Card Number CC#: _____ - _____ - _____		Expiration Date _____ / _____ Month / Year

LADDER GOLF

Prior to game, place the ladders 15 feet apart from each other.

Ladder Golf is played in rounds, each round consists of all players tossing 3 bolas. A Bola consists of 2 golf balls attached together with a piece of nylon rope. A coin toss is used to decide which player/team tosses first.

1. Rules:

- The first player must toss all 3 bolas before the next player is able to toss his or her bolas. Bolas can be tossed in anyway the player chooses, as long as they are tossed individually and can be bounced off the ground. The winner of the round earns the first toss in the next round. Games are played to an exact point total of 21.
- **In order to win, a team must be the only one to score exactly 21 points after the completion of a round.** If a team goes over the exact point total, that players points for that round do not count.
- Example: A team with 18 points needs 3 points to get the exact score of 21 in order to win. If that team has 5 points hanging on the ladder after all the players have tossed all strands, none of those points count and the player will enter the next round with 18 points again needing 3 points to win.
- In the case of a tie, teams will play as many overtime rounds as needed until one player ends a complete round 2 points ahead of the other player. The 2 point rule only applies in overtime rounds. During regular play any team can win as long as that team is the only one to score an exact total of 21 points at the end of that round no matter how many points the other team has.

2. Scoring:

- After all teams have tossed all their bolas, scoring is determined by the bolas that are still hanging from the steps. Players can knock-off bolas during the course of the game, in fact knocking-off other players bolas is encouraged and a good way to play defensively. Bolas that are knocked off during play do not count as points. Only bolas that are left hanging after all bolas are tossed are counted as points.

3. Points:

- Points are determined by which step your bola wraps around. The top step is worth 3 points, middle step is worth 2 points and the bottom step is only worth 1 point. The highest amount of points available per player is 9. This is accomplished by hanging all 3 bolas on the top (3 point) step.

4. Team Play:

- 2 players can play Ladder Golf by alternating play each round. Players simply alternate turns with teammates. 1 player on opposite teams would be on one side and the opposing player will be at the other ladder. One teammate will toss all bolas to the first ladder and the other teammate would toss them back. When each team's players have thrown once, that makes one complete round.

5. Etiquette of the Game:

- Basic etiquette of Ladder Golf states that contestants can make as many remarks, sounds or movements as possible during play in order to distract the opponent's during play. However, disrespectful comments are not welcomed. Touching the player during tossing is never allowed. In the course of play no contestant is to walk to the ladder prior to completion of the current round of play.
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BEAN BAGS

Boxes are placed 27 feet apart from center of hole to center of hole.

1. Rules

- The bean bag toss game can be played with 2 or 4 players. When 4 players are used, team members stand at opposite ends and may throw from either side of the box.
- Each team gets 4 bean bags to throw.
- Each player throws from behind the front of the boxes. This is the foul line. The player must not pass the foul line or the players throw does not count and the bag is removed from play.
- Each team alternates shots beginning with the team that had scored last.

2. Scoring

- Points are scored when a player has a bag on the board or in the hole.
- Only one team can score per round. Therefore points cancel each other.
- A point scored on the board is equal to 1 point, a point scored in the hole is equal to 3 points.
 - An example of cancellation is as follows: Team one has 2 bags in the hole and 1 bag on the board equaling 7 points (3 pts. + 3 pts. + 1 pt. = 7 pts.). Team two has 1 bag in the hole and 1 bag on the board equaling 4 points (3 pts. + 1 pt. = 4 pts.). The lowest score is subtracted from the highest score to get the points earned for team one (7pts. - 4 pts. = 3pts.). Team one earns 3 points in this round and gets to throw first in the next round.
- **Game is played until one team scores 21 points.** A team can win by a white wash which is 11 - 0. A white wash cannot occur in the first half of the first round. (all 4 bags in the hole by player 1 of team 1 and only 1 point or zero points by player 1 of team 2)
- A bag that is tossed in play and knocks another bag off or in the hole is legal.
- A bag that bounces from the ground onto the board is not a legal play. This bag must be removed from the board and play is then continued.

BOX WASHERS

Boxes are placed so the small cups are 21' apart. Stand beside the box in line with the cups to pitch your washers.

Scoring is very simple for washer boxes. You score 1 point for every washer in the box and 3 points for every washer in the large cup and 5 points for each washer in the small cup. If you are lucky enough to land a washer on the top edge of the box you automatically win the game!

To determine who will "pitch" first to start the game, each player will toss one washer toward the opposite box and whoever has the best throw based on points or distance to the cup if needed will be the 1st player to pitch.

Playing the game: Player A will pitch their 4 washers (one at a time) toward the opposite box followed by Player B. Scoring is determined after both players have pitched all of their washers. Only 1 player/team may score per round but can score points for all washers that are closer than their opponents. (a round is when each player/team has pitched all 4 washers).

If player A has 3 washers in the box and Player B has 2 washers in the box then player A will get 1 point (3 - 2 = 1) **The winner is the 1st team to reach 21 points.** If team A reaches 21 points and B has yet to pitch their washers, then B is allowed to finish the round in the hopes they can get more points or nullify the team A.

BOCCE

Bocce is played with eight large balls and one smaller ball (called the pallino). The game will be played with 2 players. Divide the bocce balls evenly between the number of players. You will notice that your bocce ball set has balls with several different colors or designs. Each bocce player will use balls from the set that are unique in design or color from all the other balls in play by the opposing team.

At random, choose a player to throw the pallino. After the pallino is thrown, the same player will throw his first bocce ball. The purpose of the game is to get your bocce balls as close as possible to the pallino. After the first player has thrown his first bocce ball, his team is considered "inside" because his ball is closer to the pallino than any of the competitor's balls. All other teams are considered "outside." Whenever a player is considered "inside," he will forfeit his turn throwing bocce balls. The "outside" team will take turns throwing their bocce balls until one of theirs gets closer to the pallino than the "inside" team.

After all players have thrown their bocce balls, the team that is "inside" will be awarded points. One point will be awarded to this team for every ball that is closer to the pallino than their closest competitor's ball. After the points are awarded, the frame is completed. Start a new frame by having the team who won the last frame throw the pallino and throw the first bocce ball. **A game is won when a team reaches 10 points.** Play as many frames as necessary until a player reaches this point level.

KAN JAM

THE HAMMER:

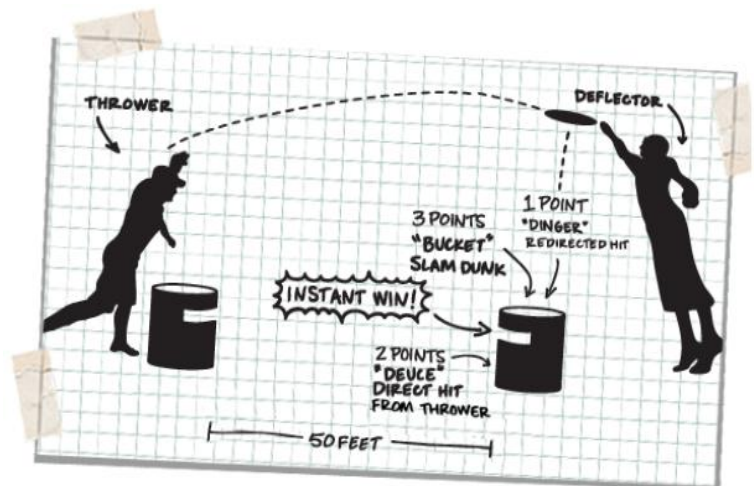
The right to throw last is called having The Hammer. Choosing to throw last (The Hammer) is generally considered to be an advantage, similar to having "last bats" in baseball.

The Hammer is decided by simply flipping the flying disc like a coin and have one player call heads or tails, heads being the KanJam side of the disc. The team winning the call is not forced to take The Hammer. If a team would prefer to go first, that is absolutely their right as the winner of the toss.

GAME PLAY:

Play consists of four players divided into teams of two. Members of the same team (partners) stand at opposite goals. This simply means partners stand at opposite ends of the court. Partners will alternate throwing and deflecting a flying disc. One partner throws the flying disc and, when necessary, the other partner redirects (deflects) it toward or into the goal. After both partners complete one throw each, the flying disc is passed to the opposing team. The thrower can score points with a direct hit to the goal or the deflector can score by deflecting the flying disc to hit or land inside the goal. Players waiting to tip may NOT touch the goal in any way, even to let it edge up to their legs for support. It must remain free standing at all times to be legal.

Deflectors can move anywhere within the playing area to redirect the disc, including in front of the goal if necessary. Once the game starts with the first throw, players must finish the game from the same end. Partners are not allowed to swap ends in the middle of a game. No player substitutions are allowed in the middle of a game. Once play begins, teams must play every game with the same partner.



A team must achieve an exact score of 21 points to win, and teams must complete an equal number of turns (except when an Instant Win is scored). See **GOING OVER section** for more.

If the team that starts the game reaches 21 points first, the team with The Hammer always has their last turn to either catch up in points, or, if 21 points is not attainable from one round of throwing, toss an Instant Win. If the team with The Hammer reaches 21 points first, they are the winners; the other team does not have another round to tie.

Any disagreements over the score, rules, or a certain play must be decided before the game is over, unless the disagreement happens on the game deciding play. Disputes should be resolved prior to completion of a game or series by referring to the league supervisor.

GOING OVER:

Since a team must score exactly 21 points, if a given throw results in points that raise a team's total score above 21, the points from that play are deducted from their current score and play continues. For example, if a team has 19 points and accidentally dunks a BUCKET (3 points), their score is reduced to 16 points (current score of 19 points - 3 points = 16 points). If a team has 20 points and hits the goal on the fly for a DEUCE (2 points), their score is reduced to 18 points (current score of 20 points - 2 points = 18 points).

Players from the same team must each complete one throw every turn, except when an Instant Win is thrown on the first shot of a turn and certain situations in Overtime (see Overtime below). Once again, anytime an Instant Win is thrown, the game is automatically over.

Once a team reaches 21 points on the first throw of their turn, they still must toss the disc back to the starting end. In the event the disc happens to hit the goal on the fly on the toss back or their partner accidentally tips it to score points, that team will be over 21 points, and follows the rules described above for going over.

OVERTIME:

If both teams reach 21 points in the same number of rounds, the game is extended to over time. Overtime consists of each team taking a single turn; this would mean that each partner will get one throw. After the first team completes their turn, the team with The Hammer must either tie the opposing team's overtime score to force a second overtime round or simply score more points for the outright victory.

For example, team #1 throws and scores 2 points total. If the team with The Hammer scores a clean BUCKET (3 points) on their first throw, the game is over as a victory for team #2. In this case, there is no need for the team with The Hammer to throw the disc back, as they already won the game. If both teams score 4 points, for example, another round of overtime begins. The game proceeds as one round of overtime as needed until one team outscores the other. It is not uncommon to have a game extend to multiple overtime rounds. An Instant Win thrown in overtime still ends the game. The opposing team does not get a chance to complete their turn, even if they have The Hammer.

INTERFERENCE:

If a player purposely interferes with play, they automatically forfeit the game and the opposing team is declared the winner. If it is incidental interference, teams will come to a mutual agreement if a re-throw should be warranted.

THROWING/RELEASE RULE:

There are several rules determining the legality of a throw. First and foremost, all players must throw from behind the goal's front edge. This is referred to as the release line. The distance of the throw cannot be less than 50 feet, which means extending the throwing arm beyond the goal's front edge is illegal. The line in front of the goal is not the point where players can step up to. This is a release line; most likely, players that are walking up to this line are extending their arm past the release line, which is prohibited. When a throw is deemed illegal, the correct etiquette would be to first issue that team a warning. The second violation of this rule by the same team would result in no points from that play. There will be no re-throw or

make up of that play. In a situation where it is a blatantly obvious violation of the release rule (i.e., a player steps right over the release line), then points from that play will be automatically voided.

Enforcement of the release rule is the responsibility of each team. To avoid this issue, players should have their feet no farther than the back edge of the goal when stepping to throw the disc. This way, their reach can extend close to or right at the release line (the front edge of the goal).

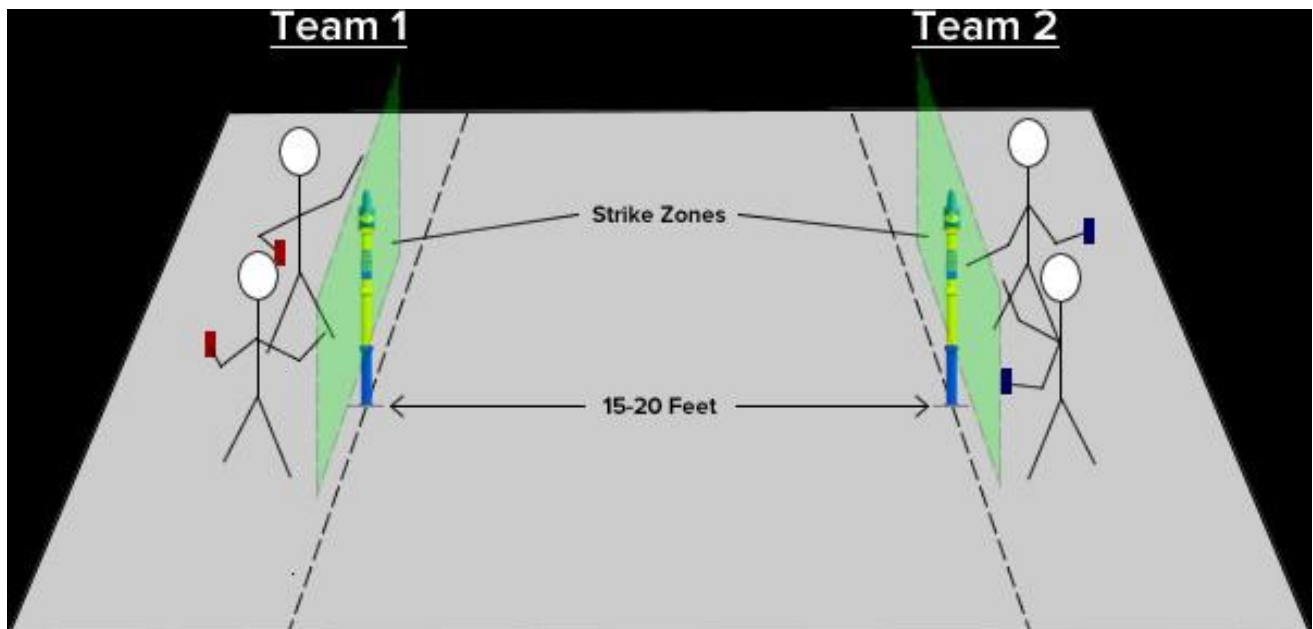
DEFLECTING/TIPPING:

The most important aspect of the game is deflecting (tipping). Kan Jam in essence is a game of deflection. While there is no perfect way to tip, there are many tips which should be considered "carries." A carry is not only when a player catches and throws the disc into the goal. A carry is called on any illegal deflection.

POLESH

Is a game of skill that is easy to learn yet difficult to master and involves many different gaming elements. Enforcement of the following rules is up to players or line judges if available. Here are the rules of the game!

1. **Set-up:** Two Polesh poles are placed 15 - 20 feet apart depending on skill level and wind. The game can be played in singles (1 vs 1) or in teams (2 vs 2). Each player or team must choose a side and stand behind his or her respective pole.



2. **The Strike Zone:** An invisible boundary that the disc must pass through in order for a throw to be considered legal. The strike zone extends horizontally, in line with the pole, to the left and right of each respective player as far as his or her arms are able to reach without stepping; and vertically from the top of the blue, or bottom, section of the pole to the height that each player's arms are able to reach without jumping. Discs must be thrown within this strike zone for points to be awarded
3. **Offense:** The team throwing the disc is on offense. A throw is legal as long as the disc passes through the strike zone at a reasonable speed. **The offensive goal is to be the first to score 21 points.**
 - a. Points are scored in the following ways:
 1. The Disc hits the ground = 1 offensive point

2. The Bottle hits the ground = 2 offensive points
3. The Bottle and Disc hit the ground = 3 offensive points
4. *Points will be rewarded regardless of how the disc or bottle hits the ground*

The bottle may be dislodged from the pole by either a direct hit to the bottle or an indirect hit to the pole. Players may also use different throwing techniques to make the disc more difficult for the defensive team to catch. **If players throw the disc with excessive force or step in front of the pole while throwing, no points will be awarded.**

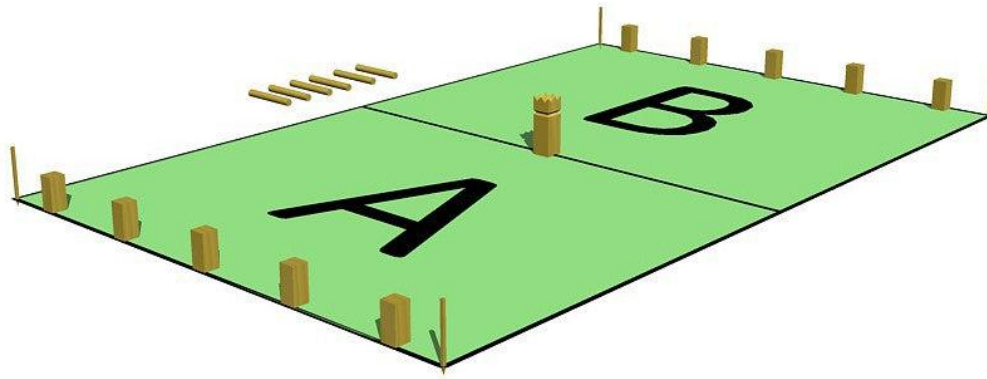
4. **Defense:** The team receiving (catching) the disc is on defense. Defensive players, in single and team play, are allowed to use only one hand to catch the disc and/or the bottle. The other hand must be occupied by a drink or some other object. The bottle may not be touched until the disc has impacted either the pole or the bottle. Doing so will result in points for the opposing team. Defensive players may not step or reach in front of the pole to stop the disc or catch the bottle while the disc is in flight. However, once the disc has impacted the pole, the bottle, or passed the strike zone, players may then reach or step in front of the pole.
5. **Penalties:** Below is a list of actions that will result in penalties or points for the opposing team.
 - a. If a defensive player reaches in front of the pole and stops the disc from hitting either the pole or the bottle, the opposing team scores two points.
 - b. If a player steps in front of the pole while throwing, no points are awarded and play proceeds immediately to the next player in rotation.
 - c. **If a disc is thrown at excessive speeds (to be determined by all players), no points are awarded and play proceeds immediately to the next player in rotation.**
 - d. If a disc is thrown outside of the strike zone, no points are awarded and play proceeds immediately to the next player in rotation.
 - e. If a player catches the disc with *both* of his or her hands, the opposing team scores 1 point. *Remember, only one hand may be used when catching.*
 - f. If a player catches the bottle with *both* of his or her hands, the other team scores 2 points. *Again, only one hand may be used to catch.*
 - g. If the bottle is knocked down or taken from the pole by a defensive player when the disc has *not* impacted either the pole or the bottle, the opposing team scores 2 points.

KUBB

Kubb is a competitive lawn game that originated in Sweden and can be traced all the way back to the Viking ages. Here are the rules for the game! Kubb Instruction Video: <https://youtu.be/yXduBd1ewdo>

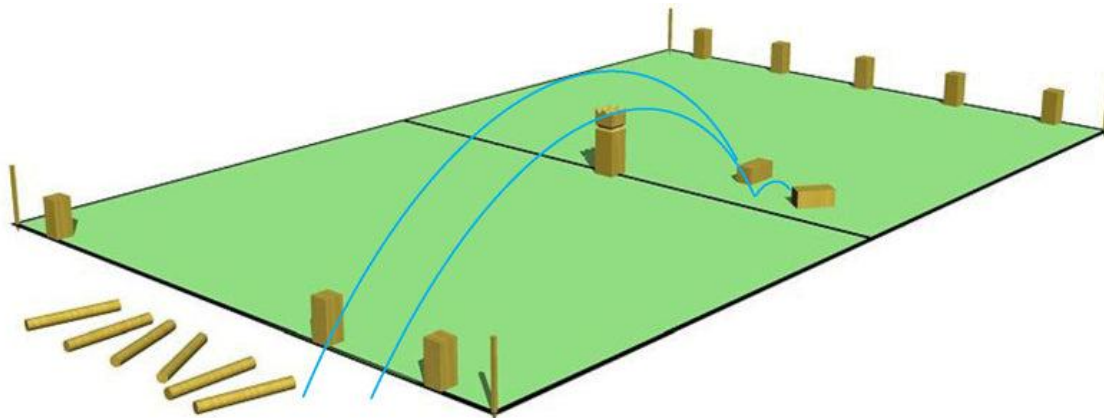
1. Setup

- a. A kubb set consists of 4 corner stakes, 6 dowels, 10 blocks, and 1 king kubb.
 - b. This game is played on a rectangular “pitch” that is approximately 16 feet wide and 26 feet long, with both players on each team standing across from each other the long way. 1 corner stake is placed in each corner to set the length and width of the playing field.
 - c. Each team will receive 5 blocks, which are set up evenly along the baseline of each side. The king kubb is set up in the middle of the playing field.
 - d. (see picture below)
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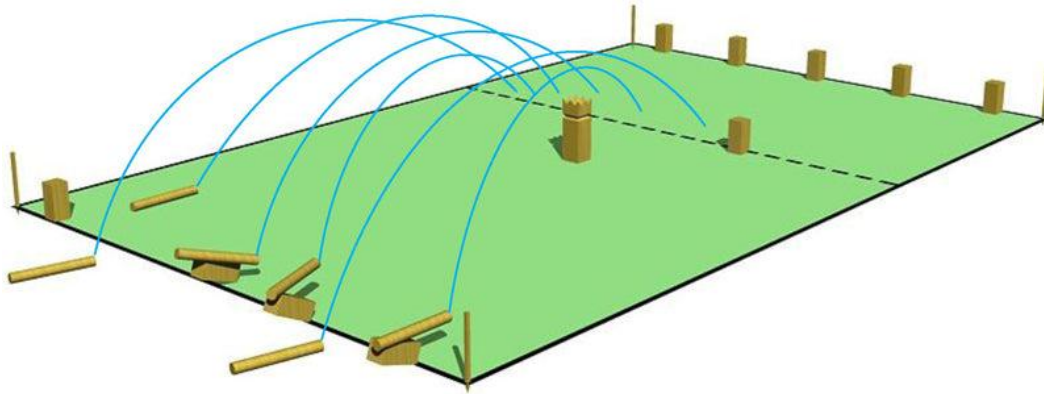


2. Rules/Objectives/Gameplay

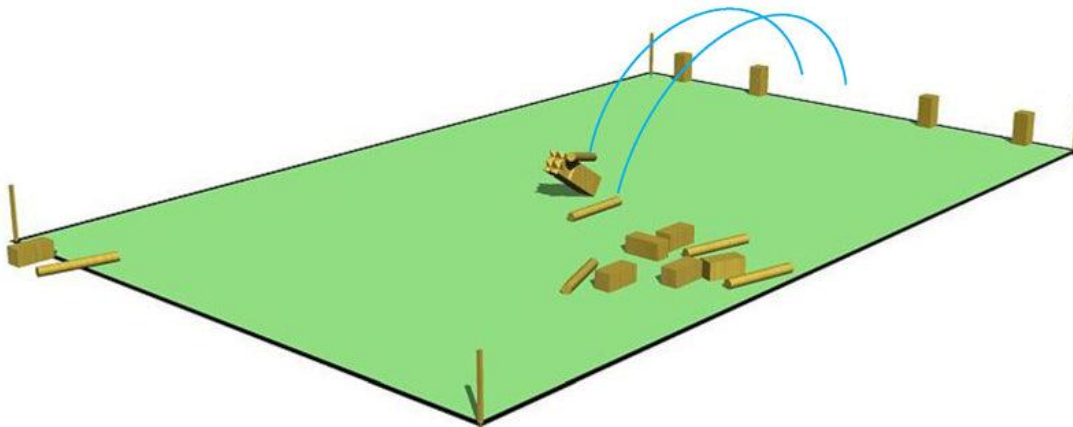
- a. The object is to knock over as many of your opponents' blocks using the dowels.
 - i. The dowels must be tossed underhand, end over end. (No helicopter throws)
- b. To win, a team must knock all of the opposing teams' blocks over.
 - i. After knocking all of the opposing blocks over, your team can then knock over the king kubb which is in the middle of the field to win the game. However, if at any point the king kubb is knocked over before all of the blocks, the team that threw the dowel and knocked it over automatically loses the game.
- c. To start, one player on each team will throw one dowel at the king kubb. Whichever team is the closest to the king without touching it will start the game with all 6 dowels in hand.
- d. The starting team will then split the dowels evenly between partners (3 & 3) and take turns one by one throwing underhand, end over end, attempting to knock down the opponents blocks on the baseline.
- e. If any of the opposing teams' blocks were knocked over after the 6 throws, they will then pick up those blocks, and throw them across the playing field onto the other half of the team that threw the dowels. These are now "field blocks." They are then set upright in the field wherever they landed. (You have two chances to throw the blocks into the other teams' half of the field and if you fail twice, the other team may set them wherever they would like on their half of the field, must be a minimum of one block distance from the king)



- f. When it is the other teams turn to throw, they must then knock down any of the field kubb blocks, before throwing at the baseline blocks.
- g. If not all field kubb blocks are knocked down, the other team may now use this as their new baseline, and they can stand at the closest block for their next set of throws.



- h. Teams will go back and forth throwing, following this process. When just the king is remaining, the team that is throwing at it must go back to their original baseline before attempting to knock it down.
- i. The team that has successfully knocked down all the blocks and the king at the end will be crowned the winner and receive 10 points.
- j. 30-minute time limit: If both teams have the same amount of blocks standing after 30 minutes, each team will receive 5 points.



LEAGUE STANDINGS & AWARDS

1. **GAME SCORING:** Kubb and Jenga winning team receives 10 points. Bocce game is played to 10 points. All other games are played to 21 points.
 2. **STANDINGS:** Standings will be posted weekly at www.teamsideline.com/woodburymn.
 - a. Win = 2 Points, Tie = 1 Point, Loss = 0 Points
 3. **TIE-BREAKERS:** Ties between teams after the final league standings will be broken by:
 - a. Head-to Head record between tied teams
 - b. Point differential entire season
 - c. Coin flip
- c. **AWARDS:**
- a. An award will be given to the winner and runner-up of the highest bracketed playoff pool. No awards given to lower playoff pool tiers.
 - b. Teams will be given their choice of a trophy or a gift certificate to a Woodbury restaurant/business of their choosing.
-