

POLY PONG RULES OF PLAY



**20 DIFFERENT
GAMES
FOR
TWO TO OVER A
DOZEN
PLAYERS©**



BASIC RULES

SERVING THE BALL:

- **Best Method:** The server strikes the ball causing it to strike in his court, bounce over a bumper into an opponent's court, striking that court, then on to play.
- **Beginners:** The server may bounce the ball in his own court, then strike it with his paddle causing it to go over a bumper, then bounce in an opponent's court, then on to play. The ball must be lofted to the opponents court and not slammed.

BAD SERVE:

- If the ball strikes any bumper during service, or fails to strike opponent's court. A server is allowed to replay one bad serve without losing his serve.

BUMPER RULE:

- A ball may strike a bumper as many times as it will during play of the game. Any player who receives a ball in his/her court from off a bumper, must continue to play the ball before its second bounce. Any time a ball strikes a bumper, the "bounce count" resets to zero for all players. Note: the ball does not have to bounce before it is played from a bumper, or another player.

BALL BOUNCE RULE:

- A player may return a ball when it enters his court before it bounces in his court but may result in a foul if it fails to strike an opponent's court or is not played by his/her opponent.
- A player must return a ball that has bounced in his court before the second bounce. The only exception is when a ball bounces once in his court then goes over the bumper to an opponent's court. This ball then become the responsibility of that player once it strikes his/her court. This is called "the ball bounce-through rule".

PLAYERS COURT DEFINITIONS:

- A players court is defined as the area above the surface of his playing area. A ball that passes beyond this region may be played by any player as long as he/she does not make physical contact with the player who is defending that court.

FOULS:

- Failing to return a ball that enters your court before its second bounce. Exceptions:
 - 1) When the ball continues on to another court after the first bounce, (bounce-through rule).
 - 2) When another player returns the ball after it has passed beyond the boundaries of our court. (They are helping you since you missed the ball).
- Returning a ball to your opponent's court but missing the table. Your opponent could have helped you by playing it anyway.
- Returning a ball to an unauthorized court. (Some games like Color Rotation and some two player games have this rule.)
- Returning a ball by some other means other than by a paddle. This is allowed in some games.
- Playing a ball which is within the boundary of an opponents court. A player fouls when he/she reaches over a bumper to play a ball in a neighbors court. The ball may be played in the area beyond any court by any player provided that no physical contact is made with other players.
- A player fouls if he/she is struck by the ball while he/she is attempting to shield his/her court preventing the opponents opportunity to play the ball.

WINNER: Determined by the first player to achieve the previously decided, winning score such as. 7, 11, 15, 21, etc.

MORE THAN FOUR PLAYERS:

New players may enter the game at any time by joining the line of waiting players.

2 PLAYERS

Two players may play opposite each other on either the left hand side or the right hand side of the table, or they may play on diagonal courts. Provisions are made in the game to allow the players to switch to the unused courts or back again.

Game 1: TWO PLAYERS, HALF COURTS

- ☐ Two players play opposite each other or diagonal from each other on one half of the table. The WHITE barrier becomes the neutral zone between the players.
- ☐ Serving person has five serves unless he/she loses service by fouling.
- ☐ Serving person earns a point each time he causes his/her opponent to foul.
- ☐ Ball may not be played into an adjacent unoccupied court.
- ☐ Winner is determined by the first player to achieve the previously decided winning score such as 7, 11, 15, 21, etc.

Game 2: TWO PLAYERS WITH FOUR COURTS

- ☐ Two players play opposite each other each taking $\frac{1}{2}$ of the table. The White bumpers divide the two zones of play.
- ☐ Serving person has five serves unless he/she loses service by fouling.
- ☐ Serving person earns a point each time he causes his/her opponent to foul.
- ☐ A player may switch courts to the unused court on his side across the GRAY bumper by playing the ball to his/her unused court, then from that court playing the ball to his/her opponent's unused court across the WHITE bumper.
- ☐ Service continues in the new courts until changed by the previous rule.
- ☐ The new server always determines which court to begin service.
- ☐ A player may switch from straight to diagonal courts or from diagonal to straight courts by first announcing his/her intent before playing the ball to his/her unused court, then to his/her opponent's court. This gives the opponent time to react to the change of court play.
- ☐ Winner is determined by the first player to achieve the previously decided winning score.

Game 3: TWO PLAYERS WITH FULL TABLE

- ☐ Same as game 2 with the exception that a player has the entire half of the table as a single court. He/she may play the ball into his/her other court but there is no restrictions to which of his opponent's court where the ball may be played.
- ☐ The player may use two paddles, one in each hand.
- ☐ Winner is determined by the first player to achieve the previously decided winning score.

3 PLAYERS

With three players, two players occupy either side of one end of the table. The third player must occupy the other two courts. The player with two courts always has the serve and also the opportunity to score. The service moves to the player who causes the current server to foul.

Game 4: THREE PLAYERS

- ☐ Server occupies two adjacent courts separated by the WHITE bumper. Other two players occupy the remaining courts opposite the GRAY bumpers.
- ☐ The server may play the ball to either of his/her opponent's court or to his own vacant court, then on to another court.
- ☐ Only the server may earn points by causing either of his opponents' to foul.
- ☐ When either opponent of the server causes the server to foul, that player trades place with the server and becomes the new server.
- ☐ Opponents of the server may play the ball to each other's court or either of the server's two courts.
- ☐ One opponent causing the other opponent to foul results in no consequence. No point is awarded to any player in this case.
- ☐ Winner is determined by any player achieving a predetermined score such as 7, 15, 21 etc.

4 PLAYERS

When playing with four players, each player occupies his/her own court.

Game 5: COLOR ROTATION

- ☐ The person occupying the YELLOW court serves the ball.
- ☐ Service always begins by serving to the court designated by the server, either clockwise or counterclockwise.
- ☐ The player receiving the ball from the server must play the ball to the court to his/her left (clockwise or right (counterclockwise) continuing the direction of play as established by the server and so on so that the ball progresses from court to court in a circular fashion.
- ☐ Color rotation may change from clockwise to counterclockwise, or from counterclockwise to clockwise by the server announcing the game rotation direction before the serve.
- ☐ The player that fouls must move to the YELLOW court and become the new server. Others players rotate clockwise through the courts until the vacant court is filled.
- ☐ A point is awarded to the player who causes another to foul.
- ☐ Winner is determined by the first player to achieve the previously decided winning score.

Game 6: COLOR SLAM

- ☐ Service begins in the Yellow court.
- ☐ The server designates a color where he/she will serve the ball.
- ☐ The player in that court plays the ball to any other court.
- ☐ All players thereafter must play the ball back to the designated color court.
- ☐ The player in the designated color court earns a point when he/she causes another player to foul.
- ☐ The player fouled becomes the new server and then designates a new color court and serves the ball to that court.
- ☐ Should the player in the designated color court foul, the player causing the foul earns a point and becomes the new server.
- ☐ Winner is determined by the first player to achieve the previously decided winning score.

Game 7: STANDARD POLY PONG

- ☐ Service begins with the YELLOW court.
- ☐ Each time the server causes an opponent to foul, he/she obtains a point.
- ☐ When another player causes an opponent to foul, he/she becomes the new server.
- ☐ Winner is determined by any player achieving a predetermined score.

Game 8: POLY PONG UNO

- ☐ Service starts with the Yellow court.
- ☐ Players begin with a score of 8 points. Each tries to reduce his/her score to zero.
- ☐ The server calls out a direction of play or a color of court to play.
- ☐ All players must continue to play to that direction or court until the person receiving the ball calls out a new direction or color for play. This must be done BEFORE he plays the ball but AFTER the ball is played in his direction.
- ☐ The player who fouls must gain a point. The player who causes the foul loses a point.
- ☐ A player who reaches a score of 1 must call out UNO BEFORE he receives a ball from any player. Failure to do so results in an additional 4 points. The player who catches the error lowers his score by one.
- ☐ The first player to reach zero, wins the game.

4 PLAYERS with TEAMS

Game 9: PARTNERS NO ROTATION

- ☐ Players are paired to form two teams. Team members are positioned to occupy adjacent courts, or diagonal courts as predetermined before the game.
- ☐ Each team is given five serves. A team loses service by either team member fouling causing service to go to the other team.
- ☐ The player who occupies the YELLOW court begins the game by serving the ball.
- ☐ Team members alternate on who serves each time the service returns to their team.
- ☐ The serving team may only earn points. This is accomplished by causing one of the opposing team members to foul.
- ☐ Winning team is determined by having the team total points add to a predetermined number.

Game 10: PARTNERS WITH ROTATION

- ☐ Players are paired to form two teams. Team members are positioned to occupy adjacent courts, or diagonal courts predetermined before the game.
- ☐ The person occupying the YELLOW court serves the ball.
- ☐ The serving team may only earn points. This is accomplished by causing one of the opposing team members to foul.
- ☐ When any player fouls, he/she must move to the YELLOW court and become the server. Other players rotate clockwise until the vacant court is occupied.
- ☐ Partners do not change as the players move to new courts.
- ☐ Winning team is determined by having the team total points add to a predetermined number.

Game 11: CROSS FIRE Two Independent Games

- ☐ Two teams of two players are formed and take their places on courts diagonally opposite each other. Each team uses a different ball and preferably of a different color.
- ☐ They attempt to play to their partner in the court diagonally from them.
- ☐ If a ball strays into a court used by the other team, it is considered a foul unless a player on that team happens to return it to one of the proper courts, where play is continued as though the ball had never strayed.
- ☐ A person earns points only by scoring with his own ball. His/her responsibility remains in playing his own colored ball and not with the other teams ball.

MORE THAN 4 PLAYERS

With more than four players, the first four occupy the four courts. The courts are assigned values from YELLOW (lowest), GREEN, RED, to BLUE (highest). The additional players form a line and wait for their turn to enter the game. When one of the players foul, he/she must leave the game and go to the back of the waiting line. The players all rotate from YELLOW clockwise towards the BLUE court. The first person waiting in the line enters the game at the YELLOW court and becomes the new server. This type of rotation can also be used with any of the 4-players games allowing more than four players at a time.

Another variation is to put eight players, two per court, on the table. If the ball passes between and is missed by both players, both foul out. If it is missed by either player, then just that person fouls. Extra paddles are available at www.polypong.com.

Game 12: ROUND-THE-WORLD

This game is a workout!

- ☐ Four or eight players (two per court) surround the table.
- ☐ Yellow begins with the service.
- ☐ While keeping the ball in play, the players rotate clockwise around the table.
- ☐ A spotter keep track of how many plays were made on the ball without a foul.
- ☐ The team with the highest score wins the round.

Game 13: ROTATION INDEPENDENT PLAYERS 4-SQUARE POLY PONG

- ☐ The player occupying the YELLOW court serves the ball.
- ☐ The player occupying the BLUE court may score by causing any opponent to foul.
- ☐ A player in any other court may earn a point by causing the BLUE court player to foul.
- ☐ Any player in a lower court than BLUE may cause another player to foul making that player vacate his/her court and return to the waiting line. No points are awarded in this event.
- ☐ The ball may be played to any court.
- ☐ When a player commits a foul, he/she must vacate the court and take his/her place at the end of the line of waiting players. Players on the table rotate to the court on their left (clockwise) until the vacant court is filled. The player first in the line of waiting players assumes the YELLOW court and becomes the server.
- ☐ Each player retains his score whether on the table or waiting in the line of additional players.
- ☐ Players may form temporary alliances to help with the strategy of the game.
- ☐ The first player to achieve the score predetermined by the players before the game began becomes the winner. This may be 7, 11, 15, 21 etc.

Game 14: ROTATION 4 OR MORE TEAMS OF 2

- ☐ Each court is occupied by two players forming a team.
- ☐ The team occupying the YELLOW court always serves. Team players alternate who does the actual serving.
- ☐ When play begins, either team member may play the ball as it enters their court.
- ☐ When any member of a team fouls, that team moves to the YELLOW court and becomes the serving team, or with five or more teams goes to the waiting line of teams and the first team in line occupies the YELLOW court. Other teams advance clockwise around the table until all courts are filled.
- ☐ Points are scored when any team causes the BLUE court team to foul.
- ☐ The BLUE court team scores whenever they cause any other team to foul.
- ☐ The first team to achieve the score predetermined by the players before the game began becomes the winner.

Game 15: TEAM SCRAMBLE 8 OR MORE PLAYERS

Eight players are on the table, two in each court which become a team. Four teams total.

- ☐ All points are scored as a team but each team member keeps his own tally to take with him/her as the team members change.
- ☐ Scrambling occurs when a person or team fouls. Only the fouling member moves to the back of the line or to the YELLOW square. This would occur if he/she plays the ball but misses the table or misses the ball. If neither team member fails to play a fair ball in their court and it passes between them, both have fouled and both move to the line or the YELLOW court. The person that occupied the left side of their court becomes first in the line.
- ☐ The player entering the YELLOW court on the right side becomes the new server.
- ☐ All scoring is maintained individually and the first player to achieve the predetermined score before the game began becomes the winner.

Game 16: FOUR OR MORE TEAMS OF 2 “POWER PLAY”

Four or more teams of two players are formed then scrambled so that no two team players are together. The first four players, one from each team, take their positions on the table.

- ☐ Play and scoring is done just like Four Square Scramble except any points earned are shared with their fellow team member.
- ☐ Players attempt to foul out opposing team players causing player rotation.
- ☐ Once both team players are on the table, they attempt to set up each other for “kill “ shots to eliminate opponent players and allow their team to advance toward the blue square.
- ☐ If a team member caused his/her partner to foul, both team members must vacate the court and enter the waiting line. The team member causing the foul is placed in a holding spot for two serves before he/she can join the line of waiting players. Normal rotation occurs. No points are awarded when one team member eliminates his partner.

Game 17: ELEPHANT BALL

To make any of the other games more exciting, just replace the standard Poly Pong ball with the new, ELEPHANT ball! This 55mm diameter ball is nearly 40% larger in size. With its larger surface area and heavier weight, it makes playing an entirely new experience! We guarantee that that you will enjoy this new addition. Younger kids will really have a blast, or, is it a ball?

Variation: Surround the table with as many kids as you can and use 3 nerf balls. Do not use paddles, hands will do.

Game 18: COIN FLIP

This game may be adapted to any of the games posted. A coin is placed in the center of each table, heads up. When a player causes his ball to strike an opponent’s coin, the play continues until the volley is completed. The player who hit the coin is awarded a point. If the coin flips to tails, he is awarded two points. Variation: The player who’s coin was flipped, loses a point.

Game 19: BACKUP

Use the rules of 4-square. Instead of having a line of players waiting to play, arrange the line around the table behind the players. Backups also have paddles. When a ball is missed or played where it will miss a court, the backup players may play the ball as long as it has not hit the floor and return it to play.

Game 20: ELIMINATION

Game begins with up to 12 players , three per court on the table. Each has his/her own table edge to defend. Yellow begins with the serve. Whoever hits the ball but misses the table, fouls out and leaves the game. If the ball is played between two players and is missed by both, then both have fouled. If the ball is missed by only one player, by passing out of his/her court but not between two players, then only that player has fouled. As a player fouls out, the players rotate clockwise filling in the vacant courts places. The top blue court player rotates to yellow to become the new server. You attempt to keep the courts balanced with three, then two, and finally one player as players foul out of the game. The one who lasts to the end, wins the game.