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**Official Rules According to the National BecoBall™ Association (NBBA)**  
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### **Official Rules: Foreword**

This code of rules is written to govern the official (tournament) playing of the BecoBall™ game. These rules are to reinforce proper game play and proper equipment.

## **1.00 Objectives of the Game**

### **1.01**

The standard BecoBall™ game is a game between two teams. A team will consist of either one player (singles) or two players (doubles). If you have 3 sets of BecoBalls™ (9 balls total), you may play BecoBall™ with three teams of two players each (triples).

### **1.02**

The objective of each team is to win the game by reaching a score of 21 or greater.

## **2.00 The Playing Court**

### **2.01**

The BecoBall™ frames shall be set up with their downward slants facing each other (indoors or outdoors). The sides of the two frames should be closely aligned with one another. The official tournament play distance is 24 feet as measured between the front legs of the two frames.

### **2.02**

Playing surface must be flat without a slant detectable by the human eye.

### **2.03**

Minimum playing area shall be 10 ft wide and 35 ft long.

### **2.04**

Foul Lines are where the front leg of the frame makes contact with the ground or floor.

### **2.05**

Overhead obstructions must be not less than 8 feet from the ground or floor.

## **3.00 Playing Equipment**

### ***BecoBall™ Frame***

### **3.01**

The frame shall be constructed using the process of injection molding with either polystyrene or ABS plastic.

### **3.02**

The frames shall be constructed with a 16 degree pitch with an allowance of +/- 1.0 degree.

### **3.03**

The top of the frame shall be a width of 21 inches +/- 1/4 inch.

### **3.04**

The top of the frame shall be a length of 22 inches +/- 1/4 inch.

### **3.05**

The front of the frame shall be a minimum of 7 inches from the ground and a maximum of 8 inches.

### **3.06**

The center compartment shall be a 4 inch tall by 3 inch wide rectangle.

### **3.07**

The remaining two scoring rings shall have a width of 3 inches +/- 1/8 inch each.

### ***Bean Bag Balls (BecoBalls™)***

### **3.08**

The dimension of the bean bag balls shall have a diameter of 2.5 inches with an allowance of +/-1/4 inch.

### **3.09**

The material used must be durable. The official BecoBalls™ are made using a crochet cotton yarn.

### **3.10**

The fill used in the bean bag balls shall be high density polymer pellets.

### **3.11**

The weight of the total ball ( fill plus fabric ) must be between 1.8 ounces and 2.0 ounces. All balls must be the same weight +/- 0.2 ounces.

## **Official Rules According to the National BecoBall™ Association (NBBA) cont.**

### **4.00 Game Play**

#### **4.01**

To begin game play, players flip a coin to determine who tosses first. Issues over ball colors and which end of the court a player desires to stand at can also be determined with a flip of a coin.

#### **4.02**

A player shall toss all three of his/her BecoBalls™ consecutively. The opposing team's player will then toss all three of their BecoBalls™ consecutively. This constitutes one complete volley of play.

#### **4.03**

After the initial volley, the team that scored highest will then toss first on the next volley. This procedure is followed throughout the entire game. The team that wins a volley will get to toss first on the next volley.

#### **4.04**

In doubles, team partners face each other from opposite frames.

#### **4.05**

Players are given a "redo" for any intentional interference (either verbal or physical) by the opposing player(s). BecoBall™ etiquette necessitates respect for your opponent.

#### **4.06**

Players may toss from either side of the frame or from behind the frame as long as they do not pass the foul line. Should a player pass the foul line while tossing, the ball will be removed from the pouch and the points from that particular toss will not count.

#### **4.07**

Singles games will be played with three bean bag balls. Doubles games will be played with six bean bag balls. Triples games will be played with nine bean bag balls. Balls for a singles game will all be the same color (3 balls total). Balls for a doubles game will be 1/2 of one color and 1/2 of another contrasting color. Balls for a triples game will be 1/3 of one color, 1/3 of another color, and 1/3 of yet another contrasting color (9 balls total).

#### **4.08**

If more than one game is played in sequence by the same teams, in singles or doubles, the losing team has choice of sides for the next game.

### **5.00 Scoring**

#### **5.01**

Points are to be tallied at the end of each volley after all the bean bag balls have been tossed (three balls for singles play, six balls for doubles & nine balls for triples).

#### **5.02**

One point is awarded for any bean bag ball that lands in the outermost ring. Two points are awarded for any bean bag ball that goes in the middle ring. Five points are awarded for any bean bag ball that lands in the center hole ("Ringer"). In doubles play, any balls made in the pouch by the first team are to stay in the pouch until the second team has thrown all three of their balls. Balls that pop out or bounce out of the pouch during game play do not count as points. Balls that hit the ground and then bounce into the pouch, do not count as points. Balls that ultimately stay on the frame and do not fall into the pouch after all the balls have been tossed (three balls for singles play, six balls for doubles & nine balls for triples) do not count.

#### **5.03**

In doubles play, points are to cancel each other out. The team with the most points then subtracts the other team's points to get their net score for that volley. For example, after the volley, TEAM A landed one ball in the outer ring ( 1 point ), one ball on the ground ( 0 points ), and one ball in the center hole ( 5 points ) for a total of 6 points. TEAM B landed two balls in the middle ring ( 4 points ), and one ball in the outer ring ( 1 point ) for a total of 5 points. Since TEAM A ended up with more points than TEAM B, they would subtract TEAM B's points from their total to end up with a result of 1 point for TEAM A for that volley.

#### **5.04**

In triples play, points are to cancel each other out similar to doubles play. Only one team per volley will receive points. The team with the most points subtracts the number of points that the team with the second highest number of points made, to get their net score for that volley. For example, after the volley, TEAM A landed one ball in the outer ring ( 1 point ), one ball on the ground ( 0 points ), and one ball in the center hole ( 5 points ) for a total of 6 points. TEAM B landed two balls in the middle ring ( 4 points ), and one ball in the outer ring ( 1 point ) for a total of 5 points. And TEAM C landed one ball in the center hole ( 5 points ), and two balls in the middle ring ( 4 points ) for a total of 9 points. Since TEAM C ended up with the most points and TEAM A had the second highest number of points, then TEAM C would subtract TEAM A's points from their total to end up with a result of 3 point for TEAM C for that volley.

and TEAMS A & B would receive no points for that volley. If two or three teams tie for the highest number of points for a volley, then no points are awarded to any team for that volley

**5.05**

The winning team must have won by a margin of at least two points. If the difference in score is less than two points, the game shall continue until one of the two teams has a total score which is greater than the other team's score by two or more points and equal or greater than 21.

**6.00 HAVE FUN!**

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