

WELCOME TO THE GAME ZONE ALONG THE RAIL TRAIL

Important things to note:

- Equipment (paddles, balls, cornhole bags, bocce balls, etc.) is not provided. To play, please bring your own equipment.
- General game rules are posted on the Parks and Recreation website: www.chambleerec.com.
- Please do not sit, sleep, walk, stand, jump, skateboard, etc. on the game equipment.
- Please do not use rocks to play games. Use of rocks will destroy the smooth surface of the concrete and could result in the concrete cracking.
- The Game Zone is meant to be shared. Make a new friend or play Rock, Paper, Scissors to determine who gets to play.
- To report vandalism or other concerns, please call 770-986-5016.
- Have fun!



BOCCE



Rules

Goal—Roll your bocce balls closer to the pallino (jack) ball than your opponent.

Players—

One player per team = 4 balls per player

Two players per team = 2 balls per player

Four players per team = 1 ball per player

Playing Bocce—

- The game consists of several frames. A frame starts with tossing the pallino by a team toward the opposite end of the playing court. The game (frame) is complete after the balls have been thrown and points awarded. Balls are tossed or rolled underhand.
- Whoever wins the coin toss will begin by tossing the pallino into the playing area. The pallino must be thrown past the center line and not further than the four foot line. If the pallino lands out of the designated area, the opposing team will throw the pallino into the playing area.
- Once the pallino is in position, the first team throws their bocce ball. Taking alternate turns, each team throws their balls toward the pallino to (A) get their ball closest to the pallino, (B) to move the pallino closer to their ball or (C) move the opponent's ball. The winning team begins the next frame.
- Frames are played alternately from one end of the court to the other.

Scoring—

- In each frame, only one team scores. One point is given for each bocce ball that is closer to the pallino than the opposing team's bocce balls. The pallino distance marker can be used to determine which balls are closer.
- The game continues until 12 points have been scored or to pre-determined points set by the players before the game starts.
- **Note:** Safety should be observed when playing bocce. It is recommended that players stay outside the playing area when balls are being tossed.

CORNHOLE



Rules

Getting Started—

- To play the game, you will need two teams.
- Teams can be made up of either one or two people each.
- For singles play (1 per team), opponents start and play from the same end.
- For doubles play (2 per team), teammates should line up next to opposite boxes and on opposite sides.
- Start with all bags (8) at one end.

How to Play—

- Previous game winner or coin toss should determine which team throws the first bag.
- Alternate throws between teams until all bags are thrown.
- The foul line is made by the front of the boxes, and all throws must be made from behind the foul line.
- If a player breaks the foul line or throws out of turn, the player will lose a turn.
- The team that scores the most points in a round, starts the throwing for the next round.
- If the round is tied the last team to win a round throws first.
- Any bag that touches the ground during a throw should be removed from the board and not counted.

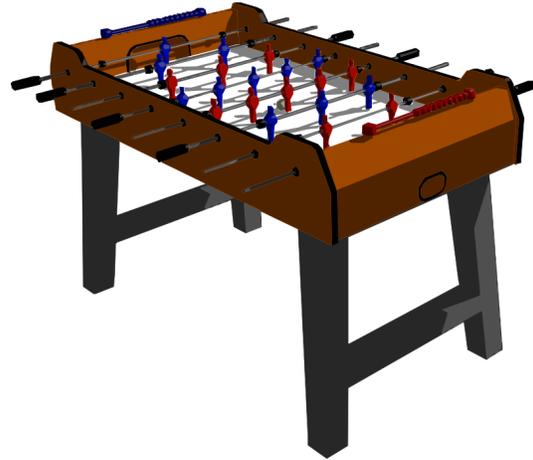
Points—

- 1 point for any bag thrown that is on the board but not touching the ground.
- 3 points for any bag in the hole.
- Any bag that touches the ground during the throw or while hanging from the board does not count.

Tallying the Score—

- For each throwing round, the team with the most points wins the round and subtracts the other team's points from theirs.
- The difference is added to the team's score that won the round.
- The first team to 21 wins.

FOOSBALL



Rules

- **Flip A Coin**—A coin flip decides who serves the foosball to start the game. After the first goal is scored, the rule is that the team who was last scored on gets to serve the next ball. The foosball must be touched by a man before the ball goes into a goal for a legal goal to occur.
- **No Spinning**—A spin is a rule for when the rod completes a 360 degree rotation without touching the ball. This is deemed an illegal move in the rules of foosball.
- **No Jarring**—Jarring is a rule for when a player slams his or her rods against the wall of the foosball table in an attempt to distract or jar the foosball game. No jarring is allowed at any point during a game. This is not the same as when a player on the opposite team moves his or her foosball rods back and forth in an attempt to play defense.
- **Dead Balls**—If a foosball stops in the middle of two opposing team rods, the ball must be picked up and re-served. The serve goes back to the team that was last scored on. If a dead ball occurs on the defensive side of the table behind the defensive 2 bar, the defensive player must move the ball back into playing position.
- **Out of Play**—If a ball comes off the table area or hits a top rail and comes back into the table area, the ball is ruled out of play and must be re-served by the team that was last scored on.
- **Game/Match**—The first team to score five goals wins the game.

TABLE TENNIS



Scoring/Rules

- Games are played to 11 points.
- Rally scoring – every point counts.
- Win by 2 points
- Best 2 out of 3 games
- The ball is allowed to go around the net as long as it still lands on the table during a rally.
- A point is scored if it is hit out of bounds but hits a racket before it lands on the floor (if the ball is going out, let it hit the floor first, not your racket).
- No volleying is allowed (hitting the ball out of the air).

Service

- Service starts with the ball resting freely on the open palm of the server's hand.
- The ball is tossed up in the air without spin.
- As the ball falls, the server will strike the ball with the racket (before it bounces) so it first touches their court and then bounces over the net and lands on the opponent's court.
- The ball always will be made from the right service court (doubles only).

Doubles

- Service must be made diagonally to the opponent.
- A rally is played with players on the same team alternating hits. No one person should be allowed to contact the ball two times in a row, a partner needs to alternate hits.
- After two serves are made by the serving team, their partner will switch service courts with them.

Singles

- Service can be made anywhere on the court.

Terms

- Rally Scoring – every rally counts as a point on the overall score
- Let – on the service, the ball hits the net and lands in the appropriate service court, results in a redo; during a rally, another ball or interference is made to one of the players
- Rally – a period during which the ball is in play
- Point – is a rally which the result is scored
- Free Hand – the hand not carrying the racket
- Racket Hand – the hand carrying the racket
- Volley – hitting the ball out of the air, not allowed

Faults

- Failure to make a correct service
- Failure to return the service (missing the ball or not letting it bounce on your side)
- Missing the ball completely on a serve or hit
- Ball comes in contact with a player's body
- In doubles, the ball is contacted out of sequence