

POLY PONG RULES OF PLAY



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

BASIC RULES

- The player serving the ball may do so in one of two ways:
 - 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.
 - The server may bounce the ball in his own court, then strike it with his paddle lofting it over a bumper, then to bounce in an opponent's court, then on to play. It may not be slammed into the opponents court.
- A serve is declared "bad" if the ball strikes any bumper during service. A served ball which fails to strike his opponents court results in the loss of a serve.
- A server is allowed to replay one bad serve during his time of service. On his/her second failed serve in the set, he/she loses service and the new server becomes the player in whose court the server was attempting to place the ball unless otherwise specified in the rules of your particular game.
- A ball may strike a bumper as many times as it will during play of the game. A player who receives a ball from off a bumper must play the ball as if it had come directly from an opponent.
- 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 and bounces in an opponent's court. This ball becomes the responsibility of that player. This is true also during service.
- A player may replay a ball that strikes a bumper then returns to his own court.
- A player fouls by:
 - Failing to return a ball that has bounced once in his/her court. The exception to this is when a ball bounces once in his/her court then goes over a bumper then bounces in another players court. That player is then responsible to play the ball.
 - Failing to cause his returned ball to bounce in his/her opponent's court or having been played by his opponent.
 - Returning a ball to an unauthorized court as in color rotation and some two player games.
 - Returning a ball by some other means other than by a paddle.
 - Playing a ball which is in an opponents court. A player fouls when he/she reaches over a bumper to play a ball in his/her neighbors court.
 - Touching the table with their hands during play.
 - Interfering with a player when trying to play a ball which has gone beyond the court area of an opponent but is still in his space behind the court.
- The player's position on the table at the start of the game is determined by lot, or any you would like as agreed by all players.
- Winner is determined by the first player to achieve the previously decided winning score I. E. 7, 15, 21, etc.

NOTE: some tables such as the Poly Pong table topper do not have colored courts. It is intended that the colored paddles remain in their assigned courts do designate the court colors.

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 i.e. 7, 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 opponents 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 opponents 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 i.e. 7, 15, 21, etc.

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 opponents 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 i.e. 7, 15, 21, etc.

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 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 i.e. 7, 15, 21 etc.

4 PLAYERS

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

Game 5: COLOR ROTATION

- Each player occupies his own court.
- 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.
- The player in the BLUE court may earn points by causing a foul by the player in the court he/she is playing to.
- Winner is determined by the first player to achieve the previously decided winning score i.e. 7, 15, 21, etc.

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 into 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 colored 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 i.e. 7, 15, 21, etc.

Game 7: STANDARD POLY PONG

- Each player occupies his own court.
- 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 such i.e. 7, 15, 21 etc.

4 PLAYERS with TEAMS

Game 8: POLY PONG UNO

- Each player occupies his own court 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 in his/her court.
- 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 loses a point.
- The first player to reach zero, wins the game.

Game 9: PARTNERS NO ROTATION

- Players are paired to form two teams. Team members are positioned to occupy adjacent courts, or diagonal courts 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 i.e. 7, 15, 21, etc.

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 i.e. 7, 15, 21, etc.

Game 11: POLY PONG GOLF

- Players remain in their courts and do not rotate.
- The person who occupies the YELLOW court serves first. Service then goes to the next person to foul.
- The person who fouls, gets a point and becomes the new server.
 - The first person to achieve the score of 10 causes the game to stop. The person with the lowest score wins. If there is a tie, play is continued until the tie is broken.

Game 12: 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.

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, 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. This may be 7, 15, 21 etc.

Game 15: TEAM SCRAMBLE 8 OR MORE PLAYERS

This game is similar to game 11 with the following differences:

- 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 team fouls. Only the fouling member moves to the back of the line or to the YELLOW square if only eight players. This would occur if he/she plays the ball but misses the table. If neither team member fails to play a fair ball in their court, 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 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.
- Points are awarded similarly to 4 square Poly Pong.

If a team member caused his/her partner to foul, the fouled player must vacate the court and enter the waiting line. The team member causing the foul must leave the court and is placed in a holding spot for one more service before he/she can join the line of waiting players. Normal rotation occurs. No points are awarded when one team member eliminates his partner by forcing a foul.

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