



Objective

Hoopz was inspired by our popular disc toss game, Yazoo, but instead of cans the Hoopz throwing target is a plastic hoop with game rules guaranteed to provide hours of fun! Hoopz can be played with two players (singles) or four players (doubles/two per team). Players score by tossing the disc through the hoop. And if you've got a big group, skip scoring, and just have fun throwing the disc back and forth through the hoop! Like all SeaTurtle Sports games, we encourage creativity to add variety to the game.

Set Up

Remove the protective rubber boot and place the pole four to six inches into the ground. Select a playing height using the telescopic pole, marked in inches, as a guide. The pole and hoop should be centered between players in singles or doubles, with each side starting approximately 10 feet from the hoop - or whatever distance is comfortable for the players and the space available. Grass, sand, and other soft surfaces work best.

Play & Scoring

Decide who throws first. During game play, players alternate throws back and forth. In singles, players stand opposite each other. One point is awarded for each toss through the hoop, wherever the disc lands.

As a playing option, allow players to call a shot before a throw with the reward of a second point if they make it and the loss of one point if they don't. Catching your opponent's throw in singles doesn't affect scoring but is good practice and can speed up game play.

In doubles, teammates stand opposite each other and next to their opponent. One team member attempts to toss the disc through the hoop and the other tries to catch it. If the disc goes through the hoop and isn't caught, only one point is scored. But if the teammate catches the disc, two points are scored.

In singles and doubles, throws continue at the original distance until both players or teams have scored at least one point, completing a round. In some cases, a player or team may score several points before their opponent scores their first. Players then take at least one step back to increase the throwing distance. They continue moving farther apart, after each round, until one player or team reaches 21 points, or any pre-determined total players agree to. If tied, teams keep playing rounds until the tie is broken.

The hoop can shift its position if hit by the disc. Players then move to line up a throw. This gives players the opportunity to make throws from different locations.

SCORING

Singles

1 point awarded for each toss through the hoop
2 points awarded on a successful called shot
-1 point on a missed called shot

Doubles

1 point awarded for each toss through the hoop
2 points awarded for each toss through the hoop and caught by a teammate