



OBJECTIVE

Hoot! is played with four players, two per team. One team member tosses a rubber ball and the other attempts to catch it with a hand-held scoop at progressively greater – and more difficult – distances until one team reaches 21 points.

SET UP

Each team selects a scoop color and one of the two balls. A coin flip decides which team throws first. Teammates stand opposite each other and next to their opponent. To begin, the facing players take three steps back, about six feet in total separation.

PLAY

Teams alternate tossing balls to teammates, one player throwing with their free hand and the other catching with their scoop. Players maintain the initial distance apart until each team has scored at least one point, regardless of how many tosses it takes. A round is complete when both teams have scored, and the two balls are held by players on the same side of the playing field.

All four players (two per side) then take one equal step backwards to increase the distance between them. Players continue taking one step back from each other only after completing the round at the new distance.

PLAY CONT'D

Teams can also score when playing defense by intercepting their opponent's tossed ball. A ball that deflects off a player's scoop is considered a "live" ball, and the opponent is free to catch the ball with their scoop, scoring two points if successful. When playing on a hard surface, it is acceptable to bounce the ball "once" on a toss.

HOOT!

For every match (21 points), each team is given three chances to call a shot with double points awarded on a completed toss. But, if the throwing team doesn't complete the called shot, that team loses a point. The call-out is Hoot! – and is only allowed before the ball is tossed.

SCORING

1 point awarded for every catch

-1 points on a missed called Hoot! shot

2 points awarded on a called Hoot! shot

2 points awarded for catching a deflected ball

The first team to reach 21 points wins the match, although any pre-determined total is acceptable. If tied, teams keep playing until the tie is broken.

FOUL

An opponent may only pursue a ball after it is deflected by the receiving player. Interfering with a catch attempt is a foul, and the throwing team gets to toss again.