

# W10785 GatorSkin Team Topple Toss Instructions

## Contents:

- 1 – W10745 Disc-It Game that includes:
  - 2 – Pre-Assembled Disc Tower I Shaped Bases
  - 2 – Large Outer Diameter Vertical Poles with 3 Pre-Drilled Holes (29-1/2" L)
  - 2 – Smaller Diameter Vertical Poles with a Pop Pin on One End and Black Insert on Other End (30-3/4" Length including black insert)
  - 2 – 9" Diameter Flying Disc
  - 2 – 3.6" Diameter Plastic Balls
  - 1 – Storage Bag
- 2 – W4791 GatorSkin Special Balls 8" diameter
- 6 – W4795 GatorSkin Special Balls 6.5" Diameter
- 6 – Spectrum Foam Flying Disc (W10473)
- 1 – Mesh Storage Bag (36" x 24")



**Goal:** The goal of the game is to knock the large ball off the other team's tower.

**Teams:** Divide your players into two teams of equal numbers, preferably with 8 to 10 players per team. Each team will have 1 goalie, 2 defenders and the balance of the players will be on offense.

## Positions and Roles:

**Goalie "G"** – Defends against opposing players throws and must stay inside the free throw lane and outside of the semi circular area surrounding the tower.

**Defenders – "D1" and "D2"** – One defender players on either side of the court, they must stay outside of the free throw lane and inside the 3 point circle. Defenders attempt to block incoming shots from the other team and work to help the goalie. Defenders can use any part of their body to block shots. They cannot touch offensive players from the other team.

**Offensive Players – O1 to O7** – These players are free to roam around anywhere on the basketball court outside of the 3 point circle on the half of the court that they are shooting at. Once they cross the half court line to the offensive end of the court at the start of the game, they are not allowed to cross it again.

**Moving and Passing the Ball** – When a player has the ball in their hand(s), they cannot walk or run. Like in basketball they are allowed to pivot one foot in order to properly align themselves for a shot or pass. If a goalie or defender gets possession of a ball, they should try to pass it to an offensive teammate on the opposite end of the court.

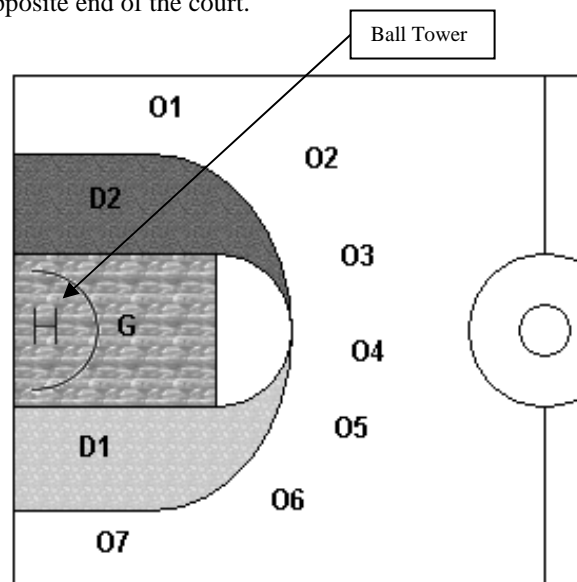
Offensive players from the other team can attempt to intercept this pass.

**Set-Up and Start of the Game:** Place a tower at each end of a basketball court directly under the rim. Mark off a semi circular area about 3 feet from the center of the ball tower around the ball tower. Place an 8" GatorSkin ball on each tower. Place the 6 small GatorSkin balls in the center of the court and space them out along the half court line.

**Starting the Game:** All offensive players line up at the end court line closest to the tower that their goalie will be defending. At a start signal, offensive players from both teams race to grab the small GatorSkin balls on the half court line. Players that do not get a ball must advance to their offensive end. Players that get a ball should pass the ball to a teammate to advance it closer to the object ball on top of the tower.

**Scoring:** Teams get one point any time their target ball comes off the tower, regardless of whether they hit the ball directly, hit the pole the ball is sitting on or the opposing team's goalie knocks it off accidentally. When a ball is knocked off a tower, play at both ends of the court stops. The goalie resets the ball on top of the tower then moves outside of the semi circle, a re-start signal (whistle) is given and play resumes.

**Winning the Game:** The first team to score 5 points wins the game.



**Rules Variations:**

**For Younger Players:** For players ages 8 and under, start by eliminating the 2 defender positions and allow players to throw with one foot inside the 3 point line. If players and teams are still struggling to score points, allow player to throw from within the 3 point circle, but still outside the free throw lane.

**For Smaller Teams:** Eliminate 1 or 2 offensive players per team first, so that each team would have up to 8 players. For teams of less than 8 players per side, eliminate the two defenders and as many offensive players as required from each team.

**For Faster Games** – Eliminate the goalie positions. The Defenders positions would remain the same.

**To Emphasize Catching** – Require balls to be successfully passed 3 times (no dropping of the ball) from a minimum distance of 4 feet before a shot can be attempted. If the ball is dropped, the team dropping the ball would have to roll the ball to the other team's offense.

**Catch and Freeze** - If and when the defense catches a pass/shot from the opposing offensive team (before it hits the floor), that person on offense who threw the ball is then "frozen" until they get tagged by a teammate.

**Dodge and Freeze** - Whenever the defense gets a hold of a ball, they can try to throw it at the opposing offensive player, they must hit below shoulders of course, and then that offensive player is frozen until a teammate tags them free.

**GatorBall King Disc Team Game:**

Same as above just substitute 6 W10473 Foam Flying Disc for the 6 small GatorSkin Balls. All other rules remain the same.