



2020 / 21 Trifecta Rules

Cricket

Stick 3 Darts into each of the numbers 20-15 & the Bullseye to “close” that number. You must throw all three darts each turn (to include the final throw). Alternate team members. No foot may be in front of the throwing line. Large black spaces count as 1 of that number. The outer red ring counts as double of that number. The inner red ring counts triple of that number and the very center green is a single bullseye (25 points) and the center red is a double-bullseye (50 points).

If you close a number and your opponent team has not closed that same number, any dart that lands in that number goes to your side of the scoreboard total. If, for example, you close your 15 and your opponent has only one 15, if you throw a triple-15, you have 45 points added to your total. If your opponent team throws a triple-15 at this point, only two count to close the number—the third 15 does not count because you have already closed that number. However, if you have all your numbers closed, including your bull's-eyes, but have fewer points than your opponent, you have not yet won the game. You have to keep throwing until you have more points than (or an equal amount of points as) your opponent. If you only have bull's-eyes left, then you must throw extra bull's-eyes, which are worth 25 points each or 50 points for double bull's-eye.

8-Ball

Balls are solid & striped. The 8 ball is not considered "Solid", but it's eventual "pocketing" is the goal of the game. To see who goes first, a representative from each team will bounce the cue ball off the far-end bumper, the ball reaching closest to the near-end bumper will determine which team will break the racked balls.

If the 8 goes in a pocket on the break, your team wins (unless you scratch). After the break, you must clear your balls before shooting the 8-ball. You may "pocket" slop shots (no call) until the 8-ball. The first style of ball you pocket is your team's balls (whether solid or stripes) for the remainder of the game. You must call your pocket for the 8-ball (unless it goes in at the break). Teams pocket their balls (solid or stripes), keeping at least one foot in the floor, alternating players & teams. You cannot use the 8 ball in a combination shot. A scratch is considered to occur when: 1) You hit the opposing team's ball first, 2) When you completely miss your own balls during a turn, 3) When the cue ball drops in a pocket, 4) When a cue ball pops off the table. 5) When one of your balls pops off the table. The ref has final say regarding any shot, scratch, win, etc.

Shuffleboard

Each team has 4 colored (red or blue) pucks. One representative of each team stands with one representative of the opposing team on each end of the table. One puck is shuffled by a representative of each team to the board's far end. The closest puck to the far edge goes first.

Shuffle the pucks to the far end of the board, alternating players of each team. Each player shuffles FOUR pucks but only 1 puck each turn. Each shuffle must pass the foul line closest to the player, otherwise it is removed from the table. After each team has shot four pucks, the round is finished. When scoring at the end of the round, points are awarded only to the player whose puck is closest to the edge of the table. Your puck can only score points if it is on the table, over the foul line, and closer to the end of the table than any of your opponent's pucks.

A puck that overhangs the edge of the table receives four points. A puck that is in one of the scoring zones receives points according to its zone (one, two, or three points). A puck that is touching the line between zones receives points only from the lowest zone. For example a puck in zone two that is touching the line for zone one would only receive one point).

The first team to reach twenty-one points and a margin of 2 points over the opponents score wins.