

Rules for Crokinole

1. Object: shoot discs into scoring positions; knock opponent discs into the ditch (out of play) or lower scoring positions.
2. Starting: determine start player. Sit opposite your opponent or your partner for doubles play (6 discs each). Play progresses clockwise. To take a turn, shoot a disc by flicking it with a finger or cue from a flat position touching the outer ring between/touching the player's quadrant lines.
3. Etiquette: while shooting, only the shooting hand can touch the board or table. Keep at least one cheek on the seat. Only feet can touch the floor; use no other means of support. Other players should keep their hands to themselves. Leave the disc supply visible on the table. Do not move the board or chairs during play.
4. Shooting: if opponent discs are in play, the shooter must hit at least one opponent disc with either his shooting disc or one of his color via a combination shot. If the shot fails to hit an opponent disc either directly or indirectly, the shooting disc and any discs touched are put in the ditch.
5. Open table: if no opponent discs are in play, the shooter must try for the 20 hole or the 15 point circle. If the shot does not come to rest inside or touching the 15 point circle, put it in the ditch. The shooter may attempt a combination shot to raise a disc in play to inside/touching the 15 point circle. If the shot fails, then it and all discs touched are put into the ditch.
6. The 20 hole: any time a legally played disc comes to rest flatly in the 20 hole, remove it immediately and set it in a designated place visible to all.
7. Out of bounds: Any time a disc comes to rest touching or outside the outer ring, put it into the ditch immediately. If a disc leaves the play area and rebounds back onto the surface, put it in the ditch. Leave any disc it touched where it stands.
8. Abnormalities: If a disc hops or spins and still comes to rest flatly on the surface without leaving the play area, it is a legal play (treat it normally). If a hopper or spinner does not come to rest flatly on the surface, put it in the ditch (treating any discs that it touched normally).
9. Scoring: after all discs have been played, score every disc on the surface (15 points for inside the pegs, the 10 point circle, and the 5 point circle). If a disc's bottom (not bulging edge) is touching a scoring line, it counts as the lower score. Then subtract the lower score from both teams, leaving a score of something to 0. Add in the 20 pointers to determine the final round score. (Functionally, just pull pairs of opposing discs in the same scoring area into the ditch to negate each other; and pull multiple lesser point discs to negate higher point discs. Then add the 20's.)
10. Winning: there are 3 popular goals; choose before beginning play.
 - a) Play to 100 points.
 - b) Play a set number of rounds (like 4 for a 4 player game) and compare scores at the end.
 - c) Award 2 points for every round a player wins (by any score), award 1 point for ties, and then play to 8 points.