

# RULES!

- The object of Tiki-Nok is to knock the Tiki Idol off the Bamboo either by hitting it directly or by hitting the Bamboo. If the disc hits the Bamboo and the Idol is knocked off, then 1 point is scored unless the idol is caught before it hits the ground. If the disc hits the idol directly and the idol is knocked off, then 2 points are scored if the idol hits the ground and only 1 point if the idol is caught before it hits the ground.<sup>[3]</sup>
- In addition, the disc itself must be caught after every throw. Failure by the defending team to do so earns the throwing team 1 point. If the disc is uncatchable, then no points are awarded. The disc is deemed uncatchable if it hits the ground before getting to the bamboo;
  - if the catching team must take more than one large step to catch the disc with his free hand; or if it is above the catcher's fingertips when he holds his hand as high as he can, standing straight up. Also, if the disc hits the bamboo below knee height or if it hits the stake after hitting the ground, the disc is deemed uncatchable, and the throw is invalid (no points are awarded even if the Tiki is knocked off).
- The disc cannot be caught before it has passed the pole. If it is, the team that threw is awarded 3 points, under the assumption that they possibly could have earned a full 3 points if the catching team had not interfered prematurely. Because of this rule, it is common for players to stand just a step or two back from the pole as to eliminate any early catches.

## so... When throwing

### You get

- (1) Point if you hit the Bamboo and an additional (1)point if the Tiki hits the ground.
- (1)Point if the opponent does NOT catch the frisbee
- (3) Points if the opponent reaches in front of Tiki Pole

## so... When Catching

### You get

- (1) Point if you catch the Frisbee after it hits the Bamboo
- (1) Point if you catch the Tiki Idol

