

## Official Spin-Olé Rules for Basic Game Play

These are the official rules and regulations of the Spin-Olé Game Association (SOGA). These rules and regulations have been developed as a general guide to fair and competitive Spin-Olé game playing. The rules are not a mandate, but rather a conduct to promote consistent and standard play globally. It is the ultimate responsibility of each player to strive to meet these rules and regulations to help promote a fair competitive and enjoyable playing experience.

## Basic Game Play

### Section A. The Spin-Olé playing Board

The Spin-Olé playing board consists of a 6" x 8" bamboo board surface with a printed Spin-Olé playing arena. In the center of the arena is a 9/16" tall "Center Post" (CP). A 1-1/16" Spin-Olé logo is positioned in the center of the arena playing field and is designated as the "Score Zone" (SZ). There are two outer rings on the playing arena. The Inner Ring (IR) is 3-13/16" in diameter and positioned 1-13/16" from the center of the LP. The Outer Ring (OR) is 5-1/4" in diameter and positioned 2-1/2" from the center of the CP. The space in-between the two rings is known as the "Launch Zone" (LZ). The area outside of the outer ring is known as the "Double Score Zone" (DSZ). The

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DSZ is only used in "Advanced Game Play" (AGP).

### Section B. The Score Zone (SZ)

The SZ is designated by the 1-1/16" Spin-Olé logo printed on the center of the playing arena and the 9/16" tall Landing Post (LP).

When a spinning Bullring (BR) lands flat on the playing area and touches any part of the center logo, 1 point shall be scored for that player.

If a spinning BR comes to a stop and rests against the LP at any angle other than flat, 2 points shall be scored for that player.

If a spinning BR completely encircles the LP, 3 points shall be scored for that player.

When a spinning BR completely encircles the LP and comes to rest perfectly centered around the P and the Spin-Olé logo, an "Olé" is scored (and typically shouted out - "Olé!") and an instant victory is achieved over the competing player regardless of the current total scores accumulated.

Individual games are typically played until 11, 15 or 21 points are accumulated by any one player and must win by 2-points or more or until an "Olé" is achieved. The opposing player(s) always has one last chance to "top" the winning score by achieving an "Olé" and thus winning the game themselves

### Section C. The Bullring (BR)

The Bullring (BR) is the object used to score points. The BR must be "spun" to score points. The BR cannot be tossed, dropped or placed onto the

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playing arena for scoring points. In Basic Game Play (BGP), each player can use only 1 BR.

### Section D. Out of Bounds (OB)

If a BR fails to come to rest on any portion of the playing arena, the BR is considered "Out of Bounds" (OB). In AGP, when a BR lands OB, 1 point will be deducted from that player's score. Point deductions do not occur if a player has a score of zero (0).

### Section E. Playing the Game

To determine which player begins scoring 1st, each player spins his/her BR independently of the others and the closest to the CP is the player to start competitive play.

For BGP, BR's must be placed between the inner and outer rings to be considered for scoring. Because BR's are round, a portion of the BR can be technically over the Inner Ring (IR) as long as the point of contact of the bottom of the BR does not cross the IR. In BGP, BR's positioned out-side of the Outer Ring (OR) do not receive any additional scoring and do not count as an official "spin". Additional scoring is only achieved in AGP when starting beyond the OR. The same standards apply as with the IR, the bottom point of contact of the BR must not cross the OR designated area. All BR's in any level of game play must be positioned on the playing

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arena before beginning the "spin" motion.

Play is achieved by taking alternating "spin" turns. Each player gets 1 attempt per turn. If the BR does not rotate at least 1 360° revolution, the turn is over and the next player plays.

If the BR flies off the playing arena, the turn is over and the next player plays.

Scoring is only achieved when the BR lands, stops or rests on the Spin-Olé logo or the LP.

Games are complete when the 1st player reaches the pre-designated game total (11, 15 or 21 points) or when any player lands a perfect Spin-Olé!

A "Match Game" (MG) consists of winning 3-sets.

A Set consists of winning 5 total games or 6 total games if a tie-breaker must be played to determine the winner of 1-set.