



YARD GAMES GUIDE

Everything you need to know at a glance.

YARD GAMES GUIDE



Yard Badminton Rules

Objective:

The objective of badminton is to score points by hitting the shuttlecock over the net and into the opposing team's court in such a way that they cannot return it.

Players:

- 2 players (singles) or 4 players (doubles).

Equipment:

- Badminton rackets
- Shuttlecock (birdie)
- Badminton net (set up at a height of 5 feet in the center)
- Boundary lines (use cones or chalk if no official court is available)

Court Setup:

- The court should be a rectangular area divided by a net. If no official court is available, use your lawn or driveway and mark the boundaries as needed.
- The serving area is marked 6.5 feet from the net.

Starting the Game:

- The game begins with a coin toss. The winner chooses to serve first or pick a side of the court.
- The server must serve diagonally to the opponent's service court.

Serving Rules:

- The server must stand behind the service line and serve underhand.
- The shuttlecock must be hit below the server's waist level.
- The serve must land in the opponent's service box diagonally across the court.
- If the serve is missed or lands outside the correct service box, it is a fault, and the opponent gets the point.

Scoring:

- A match is typically played to the best of 3 games.
- Each game is played to 21 points, with the winner needing to win by at least 2 points.
- Points can be scored by the serving or receiving side.
- If the score reaches 20-20, the game continues until one side gains a 2-point lead (e.g., 22-20, 23-21).
- The side that wins a rally adds a point to its score.

YARD GAMES GUIDE



Yard Badminton Rules

Rally Rules:

- The shuttlecock must pass over the net on each hit.
- Players must hit the shuttlecock before it touches the ground.
- A point is scored when the opponent fails to return the shuttlecock or if it lands out of bounds.

Faults:

- The shuttlecock lands outside the boundaries of the court.
- The shuttlecock fails to pass over the net.
- A player touches the net with their body or racket.
- A player hits the shuttlecock twice before it passes over the net.

Switching Sides:

- Players or teams switch sides of the court after each game.
- In the third game (if necessary), players switch sides when the leading score reaches 11 points.

Winning the Game:

- The first player or team to win 2 out of 3 games wins the match.
-

Enjoy your game of yard badminton!



YARD GAMES GUIDE



Yard Axe Throwing Rules

Objective:

The objective of axe throwing is to score points by throwing axes at a target, aiming for the bullseye and higher-scoring areas.

Players:

- 2 or more players.

Equipment:

- Throwing axes (ensure they are appropriate for recreational use and sharp enough to stick in the target).
- A wooden target with scoring rings, typically marked with a bullseye and concentric circles.
- A clear throwing area with safety boundaries (at least 10 feet behind the thrower and 20 feet on either side).

Target Setup:

- The target should be a wooden board or log section with clearly marked scoring rings.
- The bullseye should be centered, with outer rings decreasing in point value.
- The target is usually placed 12-15 feet from the throwing line.

Scoring Rings:

- Bullseye (center): 6 points
- Inner ring: 4 points
- Middle ring: 3 points
- Outer ring: 2 points
- Anywhere outside the rings but sticking: 1 point
- Missed target: 0 points

Starting the Game:

- Players stand behind the designated throwing line.
- Each player gets 5 throws per round.
- The player with the highest cumulative score after all rounds wins the game.

Throwing Rules:

- Players must throw one axe at a time.
- Both one-handed and two-handed throwing styles are allowed.
- Players must stand with both feet behind the throwing line when releasing the axe.
- The axe must rotate in the air and stick into the target to score points.

YARD GAMES GUIDE



Yard Axe Throwing Rules

Scoring Rules:

- The points are determined by where the blade of the axe sticks in the target.
- If the axe is touching two rings, the higher point value is awarded.
- If the axe does not stick in the target or falls out, no points are awarded.
- The scorekeeper should tally points after each round.

Safety Rules:

- Only one player throws at a time.
- Spectators and other players must stand behind the throwing area while someone is throwing.
- Never throw an axe if someone is near the target or in the throwing lane.
- Always inspect the axes for damage before use and ensure the target area is secure and free from obstructions.

Winning the Game:

- The player with the highest score after all rounds is declared the winner.
- In the event of a tie, a sudden-death round can be held where each player gets one throw to determine the winner.

Enjoy your game of yard axe throwing responsibly and safely!



YARD GAMES GUIDE



Yard Volleyball Rules

Objective:

The objective of volleyball is to score points by grounding the ball on the opponent's side of the court or forcing the opponent to make an error.

Players:

- 2 teams of 2 to 6 players each (depending on the space and number of participants).

Court Setup:

- The court should be a rectangular area divided by a net. In a yard setup, adjust the size based on available space (e.g., 30 feet by 60 feet).
- The court is divided into two equal halves, one for each team.

Starting the Game:

- A coin toss determines which team serves first.
- The server stands behind the back boundary line and serves the ball over the net to the opposing team.

Scoring:

- The game is typically played to 21 points in casual yard games, but official games are usually played to 25 points, with the winner needing to win by at least 2 points.
- Rally scoring is used, meaning a point is awarded on every serve, regardless of which team served.
- The first team to reach the set score with a 2-point lead wins the game.
- In case of a tie (e.g., 20-20), play continues until one team gains a 2-point lead.



YARD GAMES GUIDE



Yard Volleyball Rules

Serving Rules:

- The server must stand behind the back boundary line.
- The serve can be performed underhand or overhand.
- The ball must clear the net and land inside the opponent's court.
- If the serve touches the net but still lands in the opponent's court, it is considered in play (a "let" serve).

Game Play:

- Each team is allowed a maximum of three hits to return the ball over the net. The sequence typically involves a bump, set, and spike.
- Players cannot hit the ball twice in a row (except in the case of blocking).
- The ball must not be caught, held, or thrown. It must be hit cleanly.
- The ball can be played off the net during a volley and on a serve.

Boundaries and Fouls:

- The ball is in play if it lands on the boundary lines.
- The ball is out of play if it lands outside the boundary lines or if it touches an object or person outside the court.
- Players must not touch the net during play. Doing so results in a point for the opposing team.
- Reaching over the net to play the ball is not allowed, except when following through on a spike or block.

Rotation:

- When a team wins a point off a serve by the opposing team, they rotate positions clockwise, and the player in the back-right position serves next.

Winning the Game:

- The first team to reach the designated number of points with a 2-point lead wins the game.
- Best 2 out of 3 games is a common match format.

Enjoy your game of yard volleyball!



YARD GAMES GUIDE



Yard Games Rules: Basketball

Objective

The objective of the game is to score more points than the opposing team by shooting the basketball through the opponent's hoop.

Setup

- **Teams:** 2 to 5 players per team. You can also play one-on-one.

Game Duration

- A game consists of two halves, each lasting 10 to 15 minutes. Alternatively, you can play to a set number of points (e.g., 21).

Starting the Game

- Decide which team starts with the ball through a coin toss or a simple game like rock-paper-scissors.
- The game starts with a "check ball," where one player passes the ball to the opponent standing at the top of the key, who then passes it back to start the play.

Scoring

- **Field Goals:** Shots made from anywhere within the three-point line count as 2 points.
- **Three-Pointers:** Shots made from beyond the three-point line count as 3 points.
- **Free Throws:** If applicable, each successful free throw counts as 1 point.

Basic Rules

1. **Dribbling:** Players must dribble the ball while moving. If a player stops dribbling, they cannot move without passing or shooting the ball (known as traveling).
2. **Passing:** Players can pass the ball to teammates to advance the ball or set up a play.
3. **Shooting:** Players attempt to score by shooting the ball through the hoop.
4. **Defense:** The opposing team tries to prevent scoring by blocking shots, stealing the ball, or forcing turnovers.
5. **Out of Bounds:** If the ball goes out of bounds, the opposing team gains possession and play resumes from the spot where the ball went out.
6. **Fouls:** Physical contact that disrupts a player's ability to play (e.g., pushing, hitting) is a foul. After a foul, the fouled player may be awarded free throws, or the team retains possession.

YARD GAMES GUIDE



Yard Games Rules: Basketball

Winning the Game

- The team with the most points at the end of the game wins.
- If the game is tied at the end of regulation time, an overtime period can be played, typically to the first team to score a basket.

Variations

- **H-O-R-S-E:** Players take turns trying to make challenging shots. If a player misses, they get a letter. The first to spell "HORSE" loses.
- **21:** A one-on-one or two-on-two game where the first player or team to reach 21 points wins. After scoring, the player/team retains possession but must shoot from the top of the key.

These simple rules make yard basketball accessible and fun for all ages!



YARD GAMES GUIDE



Yard Games Rules: Tennis

Objective

The objective of tennis is to score points by hitting the ball over the net into the opponent's side of the court in a way that they cannot return it.

Game Duration

- A standard game is played in sets, with the first player/team to win 6 games winning the set. You can adjust the number of games or sets to fit the available time.

Starting the Game

- Decide who serves first through a coin toss or any agreed method.
- The server stands behind the baseline and serves diagonally into the opposite service box.

Scoring

- **Points: Tennis uses a unique scoring system:**
 - 0 points = "Love"
 - 1 point = 15
 - 2 points = 30
 - 3 points = 40
 - 4 points = Game (if the player has a 2-point lead)
- **Deuce:** If both players reach 40, it's called "Deuce." A player must win two consecutive points to win the game from deuce (Advantage and then Game).
- **Sets:** The first player/team to win 6 games wins the set. If both players/teams win 6 games each, the set can go into a tiebreak (played to 7 points, must win by 2 points).

Basic Rules

- **Serving:**
 - The serve must land in the diagonal service box.
 - Players have two attempts to make a valid serve. If both attempts fail (double fault), the opponent gets the point.
 - After each game, the serve alternates between players or teams.

YARD GAMES GUIDE



Yard Games Rules: Tennis

- **Rallying:**
 - Players rally by hitting the ball back and forth over the net.
 - The ball must bounce once within the opponent's court before they return it.
 - If the ball lands outside the court or hits the net and doesn't go over, the opponent scores a point.
- **Winning Points:**
 - A point is won if the opponent fails to return the ball within the court boundaries.
 - If the ball bounces twice on the opponent's side, the point is yours.
 - If the opponent hits the ball into the net or outside the boundaries, you win the point.
- **Out of Bounds:**
 - If the ball lands outside the marked boundaries of the court, it is considered out of bounds, and the opponent gains the point.
- **Changing Sides:**
 - Players switch sides of the court after every odd-numbered game (e.g., after the 1st, 3rd, 5th game).

Winning the Game

- The first player/team to win 6 games with a 2-game lead wins the set.
- The first to win the predetermined number of sets (usually best of 3 or 5) wins the match.

Variations

- **Mini-Tennis:** Use a smaller court and softer or smaller balls to make the game easier and more accessible, especially for children.
- **No-Ad Scoring:** In this version, if the game reaches deuce, the next point wins the game (no advantage).
- **Tie-Breaker:** Instead of playing a full set, players can play a tiebreaker to 7 points (must win by 2) to decide the match.

These rules allow you to enjoy tennis in your yard, adjusting the intensity and format to fit your space and skill level!



RIDING BIKE

Basic Safety Guidelines



General Safety

1. **Wear a Helmet:** Always wear a properly fitted helmet to protect your head in case of falls or accidents.
2. **Check Your Bike:** Before riding, ensure your bike is in good condition. Check the brakes, tires, and chain regularly.
3. **Wear Visible Clothing:** Wear bright or reflective clothing, especially when riding at dawn, dusk, or night, to make sure you're visible to others.
4. **Use Lights and Reflectors:** Equip your bike with front and rear lights, and use reflectors to enhance visibility in low-light conditions.

Riding Safety

1. **Follow Traffic Rules:** Obey all traffic signals, signs, and road markings. Ride in the same direction as traffic and use bike lanes where available.
2. **Stay Alert:** Pay attention to your surroundings. Watch for cars, pedestrians, and other cyclists, and be prepared to react to unexpected situations.
3. **Use Hand Signals:** Signal your turns and stops to alert drivers and other cyclists of your intentions. Extend your left arm out for a left turn, and your right arm out for a right turn. Signal a stop by pointing your hand downward.
4. **Ride Single File:** When riding with others, stay in a single file, especially on busy roads, to avoid obstructing traffic.
5. **Avoid Distractions:** Don't use your phone, listen to music, or do anything that takes your attention away from the road while riding.



RIDING BIKE

Basic Safety Guidelines



Road Safety

- **Be Aware of Blind Spots:** Stay out of drivers' blind spots, especially at intersections or when passing large vehicles like buses or trucks.
- **Yield to Pedestrians:** Always give pedestrians the right of way, especially at crosswalks and on shared paths.
- **Cross at Intersections Safely:** When crossing intersections, look both ways and proceed with caution. Walk your bike across busy intersections if necessary.
- **Ride Predictably:** Avoid sudden moves and maintain a steady course so that drivers can anticipate your actions.
- **Avoid Riding on Sidewalks:** In most places, riding on sidewalks is illegal and unsafe for both cyclists and pedestrians. Stick to the road or designated bike paths.

Environmental Safety

- **Avoid Bad Weather:** Avoid riding in poor weather conditions like heavy rain, fog, or snow, which can reduce visibility and make roads slippery.
- **Be Cautious on Wet Roads:** If you must ride in the rain, slow down and be extra cautious, especially when turning or stopping.
- **Watch for Hazards:** Be on the lookout for potholes, gravel, glass, and other hazards that could cause you to lose control of your bike.

Respect for Others

- **Share the Road:** Respect other road users, including drivers, pedestrians, and fellow cyclists. Stay in your lane and be courteous.
- **Pass Safely:** When overtaking others, pass on the left and announce your presence with a bell or a polite call, such as "On your left."

Following these safety rules will help ensure a safe and enjoyable biking experience for everyone.

