

SIOWBALL GAMES



OFFICIAL RULES

North Pole Snowball Games

What are the North Pole Snowball Games?	2
How do the North Pole Snowball Games Work?	2
Snowball Games List	3
Snow Shoveling Race	4
Snowball Toss	5
Snowball Bounce	6
Snowball Knockout	7
Snowflake Race	8
Break the Snowcap	9
Snowball Shuffleboard	10
Snowball Stacking	11
Snowman Bucket Toss	12
Snowball Dot Counts	13
Snowball Melt	14
Mini Snowmen	15
Spooned Snowball Race	16
Snowball Shuffle	17
Make Snowballs	18
Appendix	19

Official rules first created in 1725 at the start of the North Pole Snowball Games. These rules have been reviewed and revised for the current season.























What are the North Pole Snowball Games?

The North Pole Snowball Games are a friendly competition between the elf clans of North Pole City. They are generally, fairly simple tasks that can be completed within 5 minutes and somehow relate to snowballs (real or substitute). They encourage the elves to have fun together in their spare time in a fun and competitive manner.

How do the North Pole Snowball Games Work?

- Each elf clan has a team of 10 members (with 2 alternates as 10 members are required for each team, each week).
- Each elf clan team participates in 3 of the 15 events twice each week for 5 weeks (once as a home game and once as an away game).
- Each evening, participants within the games are eligible to win a point for their team per event.
- A team can win up to a possible 60 points each week (10 points per game, 3 games per night, 2 nights per week).
- Each team member participates in each week's events for the 5 weeks.
- After the 5 weeks of competition, the top 4 point holding elf clan teams will move
 on to a bracketed single elimination tournament competition.
- For the following week, there will be semi-final competitions where all 15 events will be held with the winners (high point holding teams) moving on to the finals.
 There will be 5 events per night and events will be held on Monday, Wednesday, and Friday evenings. (Teams will be randomly paired in the bracket. Points are reset to begin the semifinals.)
- For the finals (week 7), all 15 events will be held on Saturday with the high point holding team being the winner of the North Pole Snowball Games Tournament. (Points will be reset for the finals.)
- If at any time there is a tie in scoring, the simple flip of a coin will determine the final winner.
 - An official judge from North Pole City Sports will be at every event throughout the season; over-seeing and conducting the games and official scoring.
 (Please be sure to pick up their hot cocoa tabs).



Snowball Games List

Snow Shoveling Race Snowball Toss Snowball Bounce Snowball Knockout Snowflake Race Break the Snowcap Snowball Shuffleboard Snowball Stacking Snowman Bucket Toss Snowball Dot Counts Snowball Melt Mini Snowmen Spooned Snowball Race Snowball Shuffle Make Snowballs



Snow Shoveling Race

Supplies per player:

- 50 Snowballs (cotton balls)
- Plastic spoon
- Cup
- Table
- Timer

How to play:

Each player is provided an equal pile of 50 snowballs (cotton balls), a plastic spoon, and a cup on a table.

Race to see which player can scoop the most cotton balls off the table into a cup in a minute.

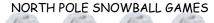
Rules:

You can't touch the snowballs with your hands.

The snowballs must be lifted individually.

The cup is not permitted to leave the table top.

- ❖ If both players get all 50 snowballs in their cups before the time is up, the player who finished first gets the winning points.
- If both players get the same amount, but less than 50 snowballs, they split the points.



Snowball Toss

Supplies per player pair:

- 50 Snowballs (cotton balls)
- Bowl
- Timer

How to play:

Break elf clan teams into pairs.

One player holds a bowl on his/her head.

Give the other player a pile of 50 snowballs (cotton balls) 4 ft away from the other player.

Throw cotton balls (snowballs) into the bowl on the other player's head.

Race to see how many snowballs you can get in the bowl in a minute.

- ❖ If both players get all 50 snowballs in their bowls before the time is up, the player who finished first gets the winning points.
- ❖ If both players get the same amount, but less than 50 snowballs, they split the points.























Snowball Bounce

Supplies per player:

- 1 Snowball (Ping Pong Ball)
- 1 Mixing Spoon

How to play:

See how many times in a minute each player can bounce a snowball (ping pong ball) on a mixing spoon without it falling on the floor.

If both players get the same amount, they split the points.























Snowball Knockout

Supplies per player:

- 55 Snowballs (balled up copy paper)
- 5 Cups
- Timer

How to play:

Set up 5 upside down cups 6 feet in front of each player.

Ball up white copy paper to make snowballs.

Place a snowball on the top of each cup.

Throw remaining snowballs at the snowballs on the cones to try to knock them off. See which player can knock the most off in a minute.

❖ If both players get the same amount, they split the points.























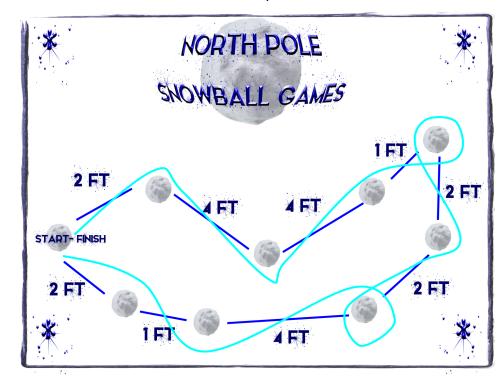
Snowflake Race

Supplies per player:

- 1 Paper Snowflake
- Racetrack
- Timer

How to play:

Set up a racetrack with cones or obstacles as per below.



*Snowballs in the racetrack diagram represent cones or some other obstacle.

** The distances between obstacles are shown in dark blue. The route players race the course in is the lighter ice blue color.

Place a paper snowflake on each player's head.

Players must race around the track with the snowflake on their head. (Time each player.) If the snowflake falls off, they have to stop and put it back on.

Rules:

Players may not hold the snowflake on their head or affix it in any way to the head.

❖ Winner is the player that completes the racetrack in the shortest amount of time.























Break the Snowcap

Supplies (per player):

- 1 Cup
- 1 Tissue
- 1 Rubber band
- 1 Toothpick
- 5 dice or (1 die and 4 cookies)

How to play:

Give each player a cup, tissue, rubber band, 5 dice (or 1 die and 4 cookies) and a toothpick.

Instruct the players to create the 'snowcap' by unfolding their tissue and laying it across the top of the cup. Use the rubber band to secure the tissue to the cup and create a flat surface (the snowcap).

Each player adds one die (or cookie) to the 'snowcap' surface.

Roll one die to determine the starting player. (The highest roll begins.)

When a roll is made, the number of the dots on the die determines the number of holes that player must poke into the tissue.

If a 1 is rolled, they must add that die (or a cookie) to the top of the cup (you can never have more than 4 dice or cookies on your cup).

If any dice (or cookies) fall into the base of the cup, that player is out.

Rules:

You can not move the dice or cookies once on the snowcap (tissue).

When poking holes in the tissue, you must get at least half of the toothpick below the surface of the tissue.

You can not poke in the same spot more than once.

If you roll a 1, you must add one die (or cookie) to the snowcap (tissue) up to a max of 4 dice (or cookies).

* The winner is the last player with dice (or cookies) on top of the ice.



Snowball Shuffleboard

Supplies needed per player:

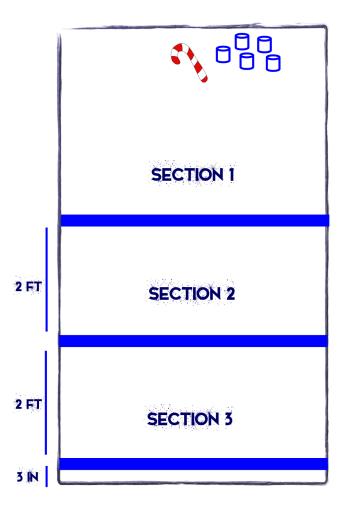
- One candy cane
- Masking Tape (or painter's tape)
- 1 Table 6 feet long
- 5 Snowballs (Large Marshmallows)

How to play:

Tape three lines of tape onto a table, spaced at 3 inches away from one end of the table and 2ft from that line and 2ft from the second line. (These will be your scoring lines.)

Give each player a candy cane and five marshmallows.

Players take turns using the candy cane to push (or flick) a marshmallow down the length of the table. This is done from the opposite side of the table than the 3 inch measurement.



Rules:

Marshmallows only count if they are still on the table at the end of the round and if they are completely in the scoring sections, not touching the tape.

If they land the marshmallow in section 1, they earn 1 point in the game, if they land it in section 2, they earn 2 points, and if they land it in section 3, they earn 3 points.

Team with the most points is the winner and wins the game point for their team.



Snowball Stacking

Supplies needed per elf clan team:

- 1 Bags of large marshmallows
- Table
- Timer

How to play:

Players stack marshmallows end to end to see how high they can stack marshmallows in a minute without using anything to secure them.

Rules:

Players may not use anything to secure the marshmallow stack (no toothpicks, leaning them against anything etc.)

Highest number of unsecured stacked marshmallows wins.























Snowman Bucket Toss

Supplies needed:

- 4 Snowman themed buckets
- 4 Snowballs (Ping Pong Balls)

How to play:

Set up the buckets in a row 6 ft from a throwing point. Players toss the balls into the buckets.

- Player who gets the most balls in the buckets wins the game points.
- ❖ If there is a tie, the teams split the points.























Snowball Dot Counts

Supplies needed per player:

- 2 Pieces of felt or paper with 12 dots drawn on it
- 1 die
- 12 snowballs (cotton balls)

How to play:

Take turns rolling the die.

When you roll the die, the number on the die is how many snowballs you may put on dots.

Rules:

As play continues, dots on the die indicate the number of dots to cover with snowballs on the gameboard.

You must get a perfect roll to finish the game though. For example, if you roll a 6 but only have 4 dots remaining to be covered, you may not add any snowballs and it becomes the next person's turn.

1st to cover all dots wins.























Snowball Melt

Supplies needed per player:

- 1 cup of snow
- 1 glass container

How to play:

Make a snowball and put it in a glass container.

Using ingenuity (fire is not permitted to be used), melt your snowball.

Whoever completely melts their snowball first wins.























Mini Snowmen

Supplies needed per player:

- 1 Tray
- 1 Gallon pitcher of snow
- Twigs
- Pine needles
- 1 Ruler
- Timer

How to play:

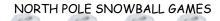
On a tray, build a snowman using up to 1 gallon pitcher of snow in 2 minutes.

The snowman must be composed of 3 snowballs.

The snowman must have a face and arms.

Stand a ruler up next to the snowman to determine height.

- The player with the tallest snowman wins.
- Snowman height is determined from the snow only, not any twigs etc. that may be decor.



Spooned Snowball Race

Supplies needed per player pair:

- 2 Wooden spoons
- 1 Snowball (ping pong ball)
- Timer

How to play:

This is similar to an egg race, but it uses "snowballs" instead.

Pair off elf clan team members.

Team members should be 12 ft apart from each other.

Each player needs a wooden spoon.

Player 1 needs to place a ping pong ball on their wooden spoon.

Player 1 walks/runs as quickly as they can to player 2.

Player 1 then needs to transfer the ping pong ball to player 2's spoon.

Player 2 then runs back to where player 1 was originally stationed.

- ❖ If the player drops the ping pong ball, they must stop and pick it up before continuing on.
- The winner is the team that completes the task in the shortest amount of time.

























Snowball Shuffle

Supplies per elf clan team:

- Snowball (styrofoam ball)
- Candy cane for each team

How to play:

Participants will be given a styrofoam ball (snowball) and a candy cane. Place the ball on the floor, and push the ball with the candy cane 6 ft across the room, around an obstacle, and back.

Rules:

If you lose control of the ball, you cannot touch it with your hands

The first participant to finish wins.

























Make Snowballs

Supplies needed per player pair:

- Snow
- Timer

How to play:

Make as many snowballs as fast as you can within one minute.

Elf making the most snowballs in one minute wins the game points for their team.





















Appendix

Snowball Games Scorecards and Tournament Bracket





























Juno to auti **Team Points Earned** MORTH POLE SNOWBALL GAMES Player 10 Player 7 Player 9 Player 8 Player 2 Player 5 Player 3 Player 6 Player 4 Player 1 Peuley Singy TURO TO BUILT **Team Points Earned** Snowball Game: Player 10 Player 3 Player 5 Player 7 Player 9 Player 8 Player 2 Player 4 Player 6 Player 1

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