

MAJOR LEAGUE TOSS BEAN BAG TOSS GAMES

INTRODUCTION

Thank you for purchasing this Major League Toss game. We wanted to create a game for you that will realistically mimic the sport you love. We know that you will enjoy many years of fun-filled competition and hope that you will share your game with those who love to play. Make sure you read this entire guide and keep it in an accessible location.

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PHYSICAL DESCRIPTION

The surface of this game is made from cabinet-grade plywood, with molded plastic netting pockets attached to the underside. The supporting legs fold in under the game board with anti-pinch technology. The surface is printed through a UV printing process, revealing the truest colors and a durable finish. The woven and hand-stitched bean bags are evenly weighted for consistency in competition.

PARTS

- Board: Dimensions: 46.5" x 22.5" x 3"; weight: ~ 20 lbs.
- Bean Bags: Dimensions: ~2.5" diameter; weight: 2.3 oz.
- Carry Bag: 48" x 24" x 4"; weight with carry bag: ~23 lbs.

GAME FEATURES

Unlike traditional cornhole games, this game has pockets that are lined with netting to make retrieval of the bean bags easier and to also give players an easy way to track which targets have been scored. The netted holes can be used to store the bean bags when the game is not in use.

The board has reinforced, collapsible legs that fold in and out from under the game board for ease of use. The UV printed surface should have no difficulty withstanding the rigors of the game. With proper care and storage, this game can give you a lifetime of fun and realistic sporting competition.

GAME PLAY DISTANCE

Playing distance is variable, depending on skill level. This way, even players with different skill levels can play together.

For beginners/young children - 6 feet away from the board.

For intermediate players - 8 feet away from the board.

For expert players - 10 feet away from the board.

See our diagram at majorleaguetoss.com/playing-distance.

LEAGUE PLAY

Major League Toss is hoping to begin league play once there are enough players in a given area. Watch our website for more information and, if you want to be a league commissioner, submit your name!

CARE AND MAINTENANCE

This product is made primarily of wood. Caution should be used to avoid getting the game board wet.

If the game board does become wet, dry it immediately.

Do not leave the game outside, where it will be subject to the elements. Remember, sun can do as much damage as the rain.

Avoid storing the game in an environment with severe heat, as it can damage the shape of the board, causing bending or warping, or causing the game or its parts to break down.

Store the game indoors in a location where the temperature is between 55 to 80 degrees F.

Use a damp cloth to clean the game, but do not use any solvents or cleaning solutions.

You may hand-wash the bean bags, if necessary, but be aware they may give off some color. Let the bean bags air dry immediately after washing.

Avoid placing drinks or other objects on the game board.

It is preferable that you store the game in a carrying case, for additional protection.

Do not sit or stand on the game.

Do not use the game to transport other items.

Do not use the game as a table.

Do not alter the game by adding holes, taking it apart, or by adding non-approved parts.

GENERAL SAFETY



WARNING!

When using this product, basic safety precautions should always be followed to reduce the risk of fire and/or injury to persons, including the following guidelines:

READ ALL INSTRUCTIONS

Keep these instructions. Heed all warnings. Follow all instructions.

This game is made of wood, which is flammable. Do not place or leave game near any source of fire or extreme heat as the wood could catch fire and pose a fire or burn risk.

Do not use this game for purposes other than its intended use.

Be aware of your environment; this game can be a tripping hazard.

Do not place any part of your body, other than your hand, in any of the holes in the game board.

Do not use any other products with this game other than official Major League Toss bean bags.

Do not stand or jump on the game.

Do not use the game as a flotation device.

Do not place any part of the game or the bean bags in your mouth, as it may constitute a choking hazard.

Do not let small children carry or walk with the game, as the size and weight of the game may be difficult for small children to control, leading to a fall or trip hazard.

Do not use this game to play any alcohol drinking game. Heavy consumption of alcohol could jeopardize your health or may cause injury.

The corners of the game could cause injury if you are inattentive and come into contact with the game board.

Play this game on a flat, secure surface.

Do not lift or carry this game if you have been restricted from lifting objects heavier than 20 lbs.

There are no user-serviceable parts inside. Refer servicing to qualified service personnel.

Do not take this game apart as parts may break off and cause unanticipated injury.

Do not use this game, or any bean bags, to strike any individual as it may cause permanent injury or death.

CONTACT US

Before you get out there and start your Major League Toss game, we want you to know that we are always happy to hear from you. Drop us an e-mail or engage us in all major social media platforms. Tell us what you like about the game or offer suggestions for future improvements. We want to ensure we have the most realistic game play, so any feedback is appreciated.

Send us or tag us in your photos and videos of playing the game, or great trick shots you have made. Who knows, your photo or video might get posted on our website!

Feel free to contact us through social media platforms:



Or e-mail us at: contact@majorleaguetoss.com

If you prefer to send messages the old-fashioned way, our address is:

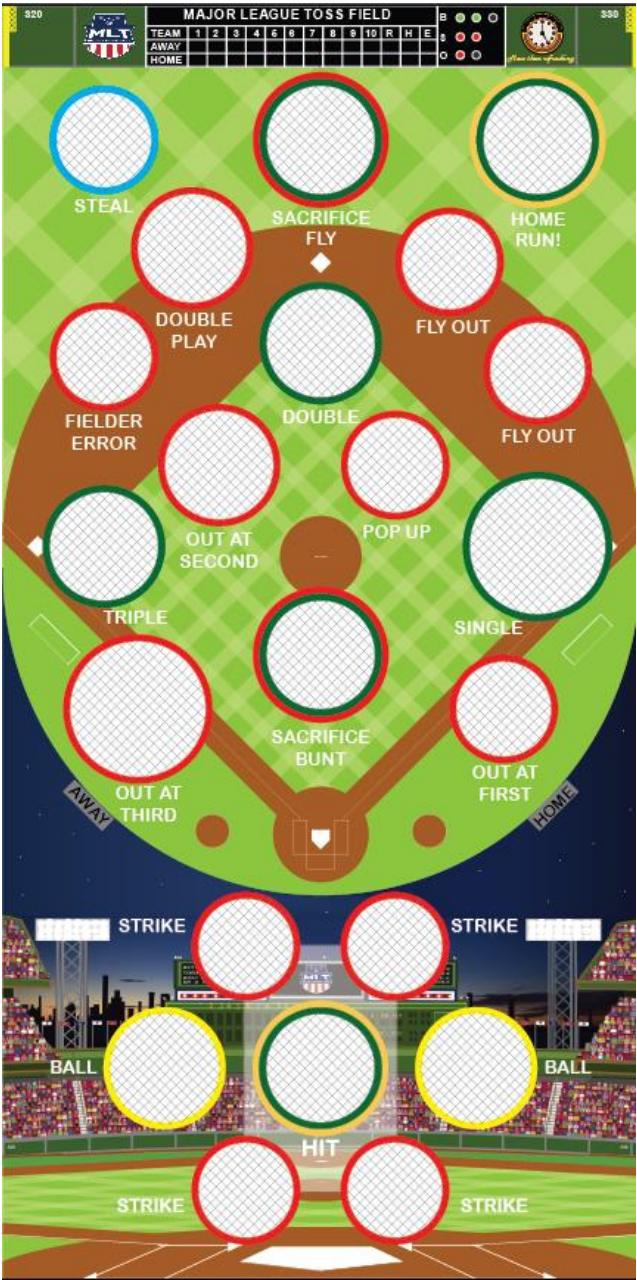
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Check us out at: www.majorleaguetoss.com

We would love to hear from you, especially if you have a nice story to tell us about something fun, exciting or unexpected that came about while you were playing the game.

HOW TO PLAY MAJOR LEAGUE TOSS BASEBALL



INTRODUCTION

1. Players take turns playing innings, tossing bean bags to try to get hits while in the Batter's Box, then getting on base and scoring runs.
2. Once a player 'makes contact' by scoring the center "Hit" target, he then may attempt to toss a bean bag into a target in the field.
3. Any miss is considered a foul ball.
4. Any foul ball is considered a strike, except on third strike.
5. Base runners advance based on the hit made by successive batters. For example, on a single, all base runners advance one base.
6. Players continue play until they have scored three outs; then play switches to Opponent.

BATTER'S BOX – MAKING CONTACT

7. Players decide who will start the game by flipping a coin or other agreed method.
8. The starting player, as batter, must first attempt to get a HIT (make contact) in the Batter's Box while avoiding strikes.
9. The batter is out on three strikes but gets a free pass to first base on four balls.
10. **REMINDER: Any miss is considered a foul ball.**
11. **Any foul ball is considered a strike, except on third strike.**

GETTING A HIT IN THE FIELD

12. Once a batter has scored a HIT, he must score a field target to determine what the result of the hit is.
13. A batter may score a SINGLE, a DOUBLE, a TRIPLE, a HOME RUN, or may get to first base on a fielder ERROR; in such a case, the batter and all base runners advance the stated number of bases.
14. A batter may score a SACRIFICE FLY or SACRIFICE BUNT; in such a case, the batter is out, but any runners on base advance one base.
15. A batter is out if he scores OUT AT FIRST, OUT AT SECOND, OUT AT THIRD, POP-UP or FLY OUT; base runners do not advance.

16. Both the batter and any runner on first base is out if a player scores DOUBLE PLAY.

RUNNING THE BASES

17. If a batter scores a SINGLE or fielder ERROR, he is awarded one base and all baserunners, if any, advance one base.
18. If a batter scores a DOUBLE, he is awarded two bases and all baserunners, if any, advance two bases.
19. If a batter scores a TRIPLE, he is awarded three bases and all baserunners, if any, advance three bases.
20. If a batter scores a HOME RUN, he is awarded four bases and all baserunners, if any, advance to home.
21. If a batter scores a SACRIFICE FLY or SACRIFICE BUNT, he is out, but all baserunners, if any, advance one base.

STEALS – WHEN BATTING and RUNNERS ON BASE

22. While batting, if there are baserunners on base, a player may attempt a steal by tossing a bean bag through the STEAL target.
23. A player should first announce his/her intention to attempt a steal. If the STEAL attempt is successful, all baserunners advance one base.
24. If the STEAL attempt is unsuccessful, it counts as a strike against the batter.
25. **NOTE: If the batter has two strikes and attempts a STEAL, but is unsuccessful, the lead baserunner AND the batter are out.**

OTHER RULES SUGGESTIONS:

1. Any miss of the board altogether is a strike, not just a foul ball.
2. Player must announce any intention to go for a home run and, if unsuccessful, the batter is out.

OTHER GAME SUGGESTIONS:

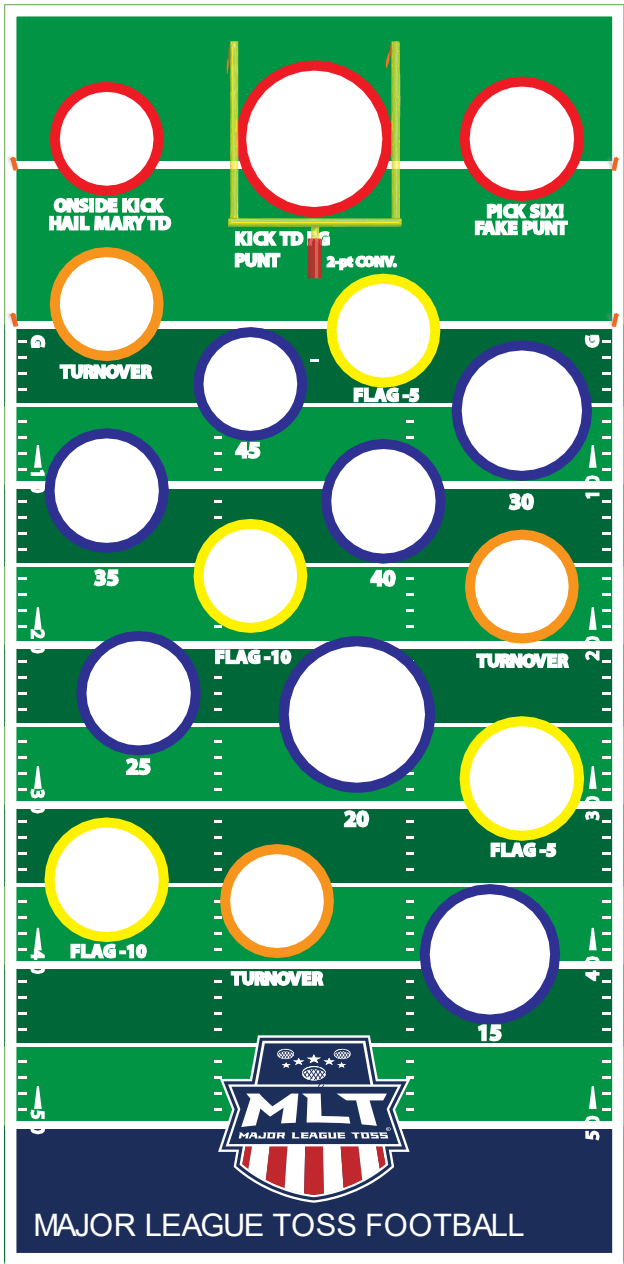
ONE INNING CHALLENGE!

1. The One Inning Challenge is a great way to get a large number of people involved and playing the game.
2. With a large crowd, you can get many players involved, each for a short time. It also creates an exciting competition for the crowd to watch.
3. To play, each player gets one inning (three outs) to score as many runs as possible.
4. The player with the most runs in one inning wins the game.

PARTY BASEBALL

1. This game is also a good activity for a large crowd.
2. Divide the group into two teams.
3. Set up chairs to represent first, second and third base, and place the game at home plate.
4. Team members take turns at bat to try to get a hit, get on base and score a run.
5. Batters and baserunners advance around the bases, using the chairs to sit on as they wait for a hit to move again.
6. When a team scores three outs, the team switch and the opposing team goes up to bat.
7. The team with the most runs after an agreed upon number of innings wins the game.

HOW TO PLAY MAJOR LEAGUE TOSS FOOTBALL



INTRODUCTION

1. Players take turns tossing a set of bean bags to try to gain yardage to get into scoring position.
2. Five bean bags per turn; score by hitting the Scoring Target when active.
3. The Scoring Target is the top center target between the yellow field goal posts.
4. Get 60 yards to get into Field Goal Range and try for a field goal.
5. Get 80+ yards to get into the Red Zone to try to score a Touchdown.
6. Avoid penalty flags and turnovers; turn an interception into a Pick Six.
7. Kick and punt accurately to win the field position battle.
8. Try a trick play, like an Onside Kick or a Fake Punt.
9. If you are desperate, try a Hail Mary!
10. Two turns per quarter; four quarters per game.
11. Score the most points and win!

KICKING OFF TO BEGIN THE GAME, OR AFTER A TOUCHDOWN OR FIELD GOAL IS SCORED

12. To begin the game, players decide who will start by flipping a coin or other method.
13. The starting player then has one opportunity to successfully Kick Off by tossing a bean bag through the Scoring Target, or he may attempt an Onside Kick.
14. If a player's attempt to Kick Off is successful, play switches to the Opponent who begins his next drive.
15. If a player's attempt to Kick Off is unsuccessful, play switches to the Opponent who begins his next drive with a +20-yard bonus.
16. A player must also Kick Off after scoring a Touchdown or Field Goal.

ATTEMPTING AN ONSIDE KICK

17. The Onside Kick Target is only active on a Kickoff.
18. A player who must Kick Off may instead attempt an Onside Kick by tossing a bean bag through the Onside Kick Target. As with a Kickoff, the player has only one opportunity to do so.
19. If a player's attempt at an Onside Kick is successful, the player begins his drive.
20. If a player's attempt at an Onside Kick is unsuccessful, play switches to the Opponent who begins his next drive with a +20-yard bonus.

GAINING YARDAGE TO GET INTO SCORING POSITION

21. Players attempt to score Yardage Targets to accumulate yardage. As Yardage Targets are scored, the yardage accumulated is totaled for the player, with each turn of five bean bags being played as a separate drive down field.

SCORING - TOUCHDOWNS

22. If a player accumulates 80 or more yards in one turn with at least one bean bag remaining, he is considered to be in the "Red Zone" and may try to score a Touchdown by tossing a bean bag through the Scoring Target.
23. A player has as many chances to score a Touchdown as he has bean bags remaining, but he can only score one Touchdown per drive.
24. A player's turn ends if a Touchdown is scored, even when the player has bean bags remaining.
25. After a Touchdown is scored, the player may elect to try a 2-point convert.
26. After a Touchdown (and any 2-point convert) is scored, the scoring player must Kick Off to continue play.
27. If the player fails to score a Touchdown, play switches to the Opponent who begins his next drive (no bonus).

SCORING - 2-POINT CONVERSIONS

28. If a player scores any Touchdown, he may accept 7 points, or he may elect to try for a 2-point convert for an extra point, if successful.
29. A player must state his election prior to any attempt to score a 2-point convert.
30. If a player elects to try a 2-point convert, he has one opportunity to toss a bean bag through the Scoring Target.
31. If the player's attempt at a 2-point convert is successful, the player is awarded 8 points.
32. If the player's attempt at a 2-point conversion is unsuccessful, the player is only awarded 6 points.
33. NOTE: If, after a Touchdown, a player tosses a bean bag through the Scoring Target without first stating his election to attempt a 2-point convert, the play is considered to be a successful Kick Off and not a 2-point convert. Any failed toss after a Touchdown, without any stated election, is considered an unsuccessful Kick Off.
34. SCORING NOTE: If you attempt a 2-point convert and you hit a Turnover target, your Opponent gets one chance to score a Pick Six for TWO points!

SCORING - FIELD GOALS

35. If a player accumulates more than 60 yards, but less than 80 yards, he is considered to be in "Field Goal Range" and may attempt a Field Goal by tossing a bean bag through the Scoring Target.
36. A player only has one opportunity to try for a Field Goal, regardless of the number of bean bags remaining.
37. If a player successfully scores a Field Goal, he is awarded 3 points.
38. If a player's attempt to score a Field Goal is successful, the scoring player must then Kick Off to continue play.
39. If a player's attempt to score a Field Goal is unsuccessful, play switches to the Opponent who begins a next drive (no bonus).

PUNTING

- 40. If a player cannot accumulate at least 60 yards and has only one bean bag remaining, he is in a punting situation; he may attempt to Punt or try a Fake Punt.
- 41. A player has one opportunity to score a Punt by tossing a bean bag through the Scoring Target.
- 42. If a player's attempt to Punt is successful, play switches to the Opponent.
- 43. If a player's attempt to Punt is unsuccessful, play switches to the Opponent who begins his next drive with a +20-yard bonus.

FAKE PUNT

- 44. The Fake Punt Target is only active when a player is in a punting situation, with only one bean bag remaining.
- 45. A player who is in a punting situation may elect to try a Fake Punt. The player has one opportunity to toss a bean bag through the Fake Punt Target.
- 46. If a player's attempt at a Fake Punt is successful, the player retains possession and begins a new drive with all yardage accumulated on the previous drive.
- 47. If a player's attempt at a Fake Punt is unsuccessful, play switches to the Opponent who begins his next drive with a +20-yard bonus.

PENALTY FLAGS

- 53. A player may hit a Flag Target during play. If so, the stated yardage is deducted from the yardage total that player has accumulated on that drive.
- 54. A Flag Target scored on a Pick Six or a 2-point convert attempt is a dead ball.
- 55. Any Flag Target scored on the last bean bag tossed is a dead ball.

TURNOVERS

- 49. Turnover Targets are always active.
- 50. If a player hits a Turnover Target, the player's turn is over, and the Opponent has one opportunity to score a Pick Six.
- 51. If a player hits a Turnover Target and, while attempting to score a Pick Six the Opponent hits a Turnover Target, possession changes again and the player now gets a chance to score a Pick Six.
- 52. SCORING NOTE: If you attempt a 2-point convert and you hit a Turnover Target, your Opponent gets one chance to score a Pick Six for TWO points!

PICK SIX

- 56. The Pick Six Target is only active after a Turnover has been hit by an Opponent.
- 57. If a player hits a Turnover Target, the Opponent has one opportunity to score a Pick Six Touchdown by tossing a bean bag through the Pick Six Target.
- 58. If a player's attempt to score a Pick Six is successful, that player has scored a Touchdown and may then elect to try a 2-point convert, or to Kick Off.
- 59. If a player's attempt to score a Pick Six is unsuccessful, that player then retains possession and begins a new drive.
- 60. SCORING NOTE: On a Turnover hit when a player is attempting a 2-point convert, any Pick Six, if scored, is worth TWO points.

HAIL MARY TDs

- 61. At any time with a players LAST bean bag, the player may elect to attempt a Hail Mary TD.
- 62. Yardage accumulated on the player's drive is irrelevant to the attempt.
- 63. A player scores a Hail Mary TD by tossing their last bean bag through the Hail Mary TD Target.

- 64. If the player's attempt to score a Hail Mary TD is successful, that player has scored a Touchdown and may then elect to try a 2-point convert, or to Kick Off.
- 65. If the player's attempt to score a Hail Mary TD is unsuccessful, play switches to the Opponent who begins his next drive with a +20-yard bonus.

END ZONE TARGETS - SCORING WHEN INACTIVE

- 48. The End Zone Targets (Hail Mary TD/Onside Kick; Scoring Target; Pick Six/Fake Punt) are all worth +5 yards when inactive.

GAME LENGTH AND PLAYING TIPS

- 66. Game can be played with a set number of drives per player per quarter (two possessions per player per quarter; four quarters in a game), or the players can agree on a point total to be reached (for example, first to 31 points).
- 67. Since you have only one opportunity to score a Field Goal, you should continue to try to accumulate yardage if you have more than one bean bag left.
- 68. Remember the various options at each stage of your turn. Even with one bean bag left in a punting situation, you still have THREE options (Punt, Fake Punt, or Hail Mary TD) and can still score!

COMING SOON!

Major League Toss has new games coming soon!

Enjoy our new Basketball game! Will you take the safe shot for two points, or will you take a chance for 3 & 1?

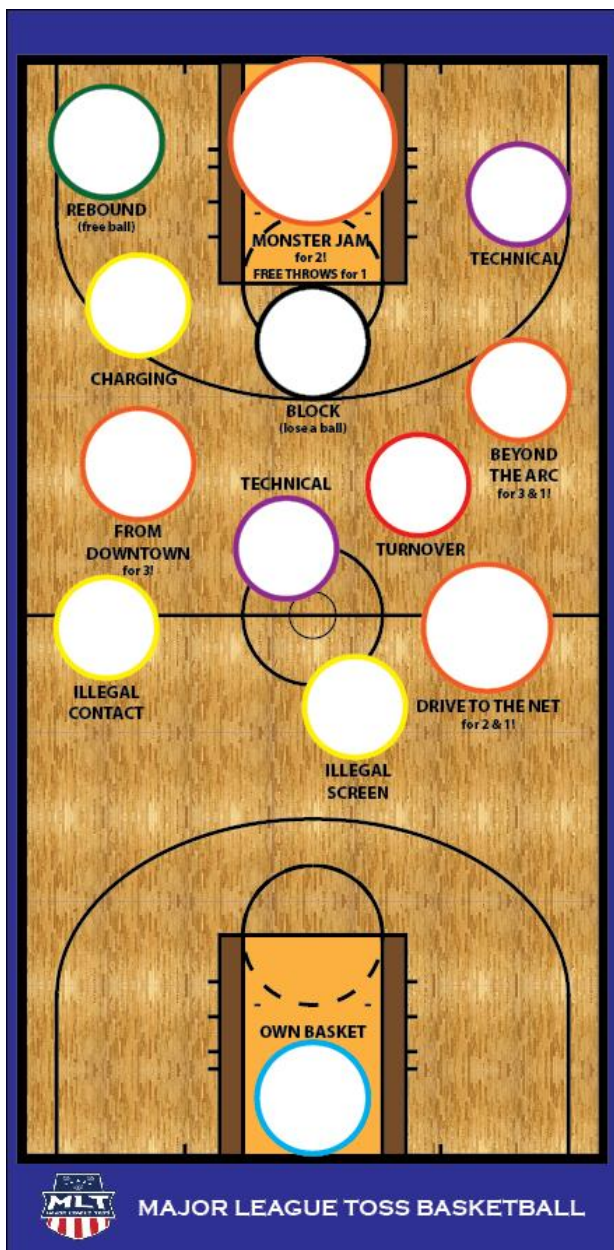
Try the 40-Point Challenge – can you make enough perfect shots to win?

Our Golf game is challenging and exciting!

Play 18 holes with the gameboard-printed scorecard or play your favorite course! Just grab a scorecard and start playing!

Can you beat par? It's not as easy as it looks!

MAJOR LEAGUE TOSS BASKETBALL



HOW TO PLAY

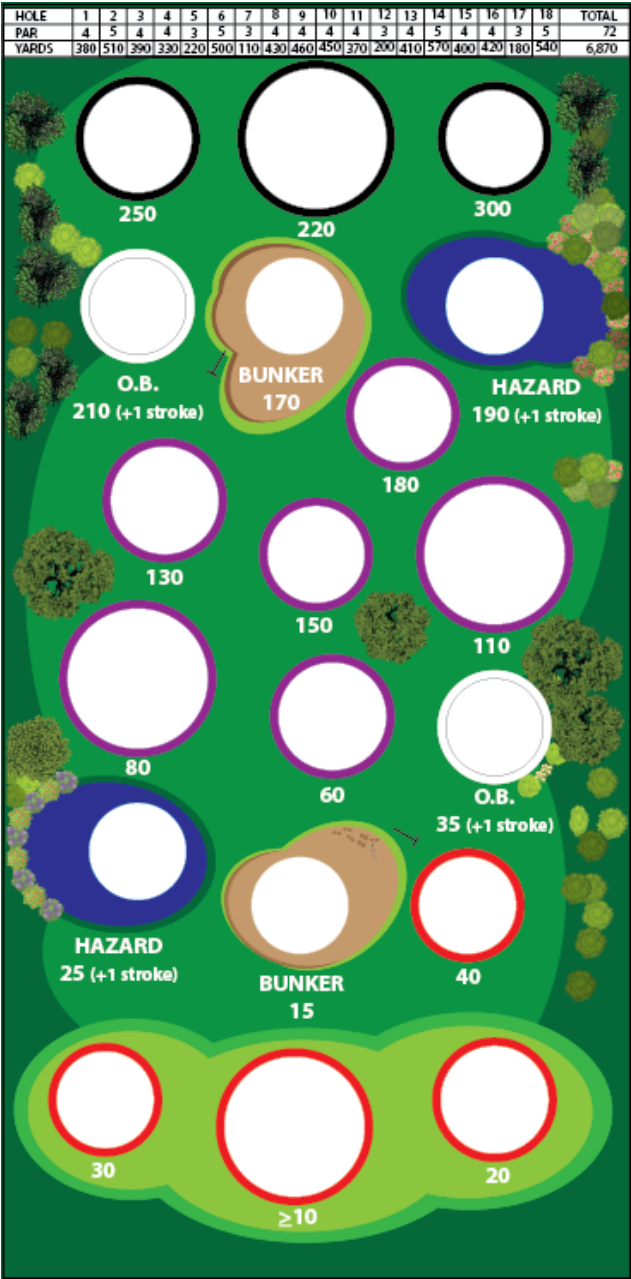
1. Each player gets up to three bean bags per turn to try to score. However, you can only score one basket per turn.
2. Players decide on a total score to reach to win (21 or 31 points makes for a decent game).
3. When hitting any "& 1!" target, player gets 1 FREE THROW ONLY IF the player has at least one bean bag left. No bean bags left = "Sorry, but ref didn't call that foul."
4. Any hit on the AIR BALL target or IN & OUT target is a dead ball.
5. Hit the REBOUND target and get one free bean bag.
6. Hit the BLOCK target and you lose a bean bag if you have any remaining. If you only have one bean bag remaining, your turn is over.
7. Hit a FOUL target and your opponent gets two FREE THROWS. Play then reverts back to the player who committed the foul.
8. Hit a TECH target and your opponent gets one FREE THROW AND keeps possession for the next turn.
9. Hit an OWN BASKET means you just gave your opponent 2 points. You do retain possession for the next turn.
10. The first player to reach the designated point total wins.

OTHER GAME IDEAS:

FORTY-POINT CHALLENGE!

How close can you get to the perfect game? You get 10 bean bags to score as many points as you can. If you hit an "& 1" target, you may attempt one Free Throw – Free Throws do not count as one of your 10 bean bags. Free Throws must be taken immediately after the basket is made. Player with the highest 10-shot total, including any Free Throws made, is the winner.

MAJOR LEAGUE TOSS GOLF



HOW TO PLAY

1. Players take turns to complete each hole. Maximum eight bean bags per turn (the “Mercy Rule”).
2. Hit YARDAGE targets to complete each hole.
3. All holes MUST be completed with a RED target. Center target on green is for 0-10 yards, so even if you hit the yardage exactly, you still need to finish with a RED.
4. If you score more than the required yardage, you have gone past the green and must come back the yards in excess.
5. O.B. target, WATER target and BUNKER target result in shorter yardage gained.
6. Hit the WATER target and add a stroke.
7. Hit an O.B. target and add a stroke.
8. When hole is complete, add extra strokes for O.B. or water targets for final hole score.
9. Maximum score is 8, plus any added strokes.
10. Lowest score after 9 or 18 holes wins.