



**Rule 1: Teams**

- A. Teams can consist of 2-4 players.
- B. 4 teams play at a time

**Rule 2: Scoring**

- A. At the end of the each round the team that collects the most ball pit balls in their corner wins.
- B. Each ball will be worth one point.

**Rule 3: Gameplay**

- A. A player is pushed by their team, while on a scooter, to the center of the room and attempts to place as many ball pit balls under their basket as possible and return them to his or her team's corner.
- B. The scooter can NEVER STOP. As soon as the player reaches the center, he or she must be immediately pulled back to the team's corner.
  - 1. Individuals being pushed and pulled to retrieve balls must remain on the scooter at all times
- C. You can either send the same player back to the center, or have the whole team rotate through being "hippos"
- D. Only balls that are completely in the team's corner count as points. Balls will quickly become scattered around the room, and it is not enough to have balls "close" to a corner. If a ball is close, the team can send the hippo towards that ball instead of to the center.
- E. The game ends when all the balls have been collected
- F. Specifics about the format of the Hungry Hungry Hippos tournament will be based off of participant interest and determined after registration closes.