

Thank you for purchasing this Major League Toss Football 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. Please make sure you read this entire guide and keep it in an accessible location.

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PHYSICAL DESCRIPTION

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

PARTS

Board: Dimensions: 23.5” x 47.5” x 3” (12” propped) - Weight: ~20 lbs.

Beanbag: Dimensions: 2.5” diameter – Weight: ~3 oz. each.

This game* comes with the following:

One (1) pre-assembled game board

Five (5) beanbag game pieces

One (1) Instruction Manual

*Some promotionally sold games may also come with any combination of extra beanbags and an official Major League Toss carrying case.

GAME FEATURES

Unlike traditional corn hole games, this game has hole pockets that are lined with netting to make retrieval of the beanbags easier and to also give players a way of tracking the targeted hole. The netted holes can store your beanbags when the game is being stored. The board has re-enforced, collapsible legs that will swing in and out for ease of use. The UV printed face 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.

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 rules:

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 on fire and pose a fire or burn risk.

Do not use game for other than its intended use.

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

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

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

Do not stand or jump on this game.

Do not use this game as a floatation device.

Do not place any part of this game or the beanbags it comes with, in your mouth, as it could constitute a choking hazard.

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

Do not use this game to play any alcohol drinking game. Heavy consumption of alcohol and participation in this game could jeopardize your health, including but not limited to tripping and falling hazards.

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

Play this game on a flat, secure surface.

Do not lift or carry this game if your physician has restricted you 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 you unexpected injury.

Do not use this game, or its parts, like the beanbags, to strike any individual as it may cause permanent injury with the possibility of death.

CARE and MAINTENANCE

This product is primarily made of wood. As a result, caution must be given to avoid getting the game wet.

If you get the game wet, dry the game immediately.

Do not leave game outside where it can be subjected to the elements. Remember, the sun can do as much damage as the rain.
Avoid storing game in an environment with severe heat, as it can damage the shape of the board, causing bending and/or breakage of the game and/or its parts.
Store the game indoors in a location where the temperature is between 55°F to 80°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 that they may give off some color. Let the bean bags air dry immediately.
Avoid placing drinks or other objects on the game.
It is preferable that you store the game in a carrying case, for additional protection.
Do not stand or sit on game.
Do not use game to transport other items.
Do not use game as a table.
Do not alter the game by adding any holes to it, taking it apart, or add non-approved parts.

SCORING APP

Don't forget to download our scoring app for Major League Toss Football. It will help you keep track of the score and the game.

CONTACT INFORMATION

Before you get out there and start your Toss game, we want you to know that we are always happy to hear from you. If you are a bit older, drop us an email, and if you are younger or young at heart, engage us in all major social media platforms and tell us what you like and what could be even better about your Toss game. We want to help create the most realistic game play, so any feedback you give is appreciated.

Send or tag us in your pictures and videos of playing the game, or great trick shots. Who knows, your face could be the next one we post!



Look online for Major League Toss leagues in your local area, and if there aren't any, then live your dream of being a league commissioner by registering your league on our free app.

To do all of this, download the free Major League Toss app, register yourself as a user and follow the simple instructions that suit your needs.

To contact us through other methods, feel free to connect with us by visiting our social media platforms by searching for Major League Toss.

We are also happy to read your e-mails at contact@majorleaguetoss.com.

If you prefer an even older fashion way, you can send written letters and non-email items to:

Major League Toss Inc.
6345 Balboa Boulevard, Suite 273
Encino, California 91316
www.majorleaguetoss.com

Telephone (747) 250-3129

(Accepting deliveries between 9:00am – 5:00pm PST)

We just want to hear from you, especially if you have a nice story to tell us about something fun or unexpected that came from playing your game.

HOW TO PLAY MAJOR LEAGUE TOSS FOOTBALL

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 in the Red Zone to try to score a touchdown.
6. Avoid penalty flags and turnovers; turn an interception into a Pick 6!
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

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 Kick Off.
18. A player who must Kick Off may attempt an Onside Kick by tossing a bean bag through the Onside Kick Target instead. As with a Kick Off, the player has only one opportunity to do so.
19. If a player's attempt at an Onside Kick is successful, the player retains possession and begins a new 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 played as a separate drive downfield.

SCORING – TOUCHDOWNS

17. 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.
18. A player has as many chances to score a Touchdown as he has beans bag remaining, but he can only score one Touchdown per drive.
19. A player's turn ends if a Touchdown is scored, even where the player has bean bags remaining.
20. After a Touchdown is scored, the player may elect to try a 2-Point Conversion.
21. After a Touchdown is scored (including any 2-Point conversion), the scoring player must Kick Off to continue play.
22. If the player fails to score a Touchdown, play switches to the Opponent who begins his next drive (no penalty).

SCORING - 2-POINT CONVERSIONS

22. If a player scores any Touchdown, he may accept the seven points awarded, or he may elect to try a 2-Point Conversion.
23. A player must state his election prior to making any attempt to score a 2-Point Conversion.
24. If a player elects to try a 2- Point Conversion, he has one opportunity to toss a bean bag through the Scoring Target.
25. If the player's attempt at a 2- Point Conversion is successful, the player is awarded eight points.
26. If the player's attempt at a 2- Point Conversion is unsuccessful, the player is only awarded six points.
27. **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 Conversion, the play is considered to be a successful Kick Off and not a 2- Point Conversion. Any failed toss after a Touchdown, without any stated election, is considered an unsuccessful Kick Off.
28. **SCORING NOTE:** If you attempt a 2- Point Conversion and you score a Turnover Target, your Opponent gets one chance to score a Pick 6 for TWO points!

SCORING – FIELD GOALS

29. If a player accumulates more than 60 yards, but less than 80 yards, he is in “Field Goal Range” and may attempt a Field Goal by tossing a bean bag through the Scoring Target.
30. A player has only one opportunity to try for a Field Goal, regardless of the number of bean bags remaining.
31. If a player scores a Field Goal, he is awarded three points.

32. If a player's attempt to score a Field Goal is successful, the scoring player must Kick Off to continue play.
33. If a player's attempt to score a Field Goal is unsuccessful, play switches to the Opponent who begins his next drive (no penalty).

PUNTING

33. If a player cannot accumulate at least 60 or more yards, he is in a punting situation; he may attempt to Punt or try a Fake Punt.
34. A player has one opportunity to score a Punt by tossing a bean bag through the Scoring Target.
35. If a player's attempt to Punt is successful, play switches to the Opponent.
36. 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

37. The Fake Punt Target is only active when a player is in a punting situation, with only one bean bag remaining.
38. 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.
39. If a player's attempt at a Fake Punt is successful, the player retains possession begins a new drive with all accumulated yardage from the previous drive.
40. 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.

END ZONE TARGETS – SCORING WHEN INACTIVE

41. The End Zone Targets (Hail Mary TD/Onside Kick; Scoring Target; Turnover TD/Fake Punt), when not active, are +5 yards.

TURNOVERS

42. Turnover Targets are always active.
43. If a player scores a Turnover Target, the player's turn is over and the Opponent has one opportunity to score a Pick 6.
44. If a player scores a Turnover and, while attempting to score a Pick 6 the Opponent scores a Turnover Target, possession changes again and the player now gets a chance to score a Pick 6.
45. **SCORING NOTE:** If you attempt a 2-point conversion and you score a Turnover Target, your Opponent gets one chance to score a Pick 6 for TWO points!

PENALTY FLAGS

46. A player may score a Flag Target during normal play. If so, the stated yardage is deducted from the yardage total accumulated on that drive.
47. A Flag Target scored on a Pick 6 or 2-Point Conversion attempt is a dead ball.
48. Any flag on the last bean bag tossed is a dead ball play.

PICK 6s

49. The Pick 6 Target is only active after a turnover has been scored.
50. If an Opponent scores a Turnover Target, a player has one opportunity to score a Pick 6 by tossing a bean bag through the Pick 6 Target.
51. If a player's attempt to score a Pick 6 is successful, that player may then elect to try a 2-Point Conversion or to Kick Off.
52. If a player's attempt to score a Pick 6 is unsuccessful, that player then retains possession and begins a new drive.
53. **SCORING NOTE:** On a Turnover scored when a player is attempting a 2-Point Conversion, any Pick 6, if scored, is worth TWO points.

HAIL MARY TDs

54. At any time with the last bean bag, a player may elect to try a Hail Mary TD.
55. Yardage accumulated is irrelevant to the attempt.
56. A player scores a Hail Mary TD by tossing their last bean bag through the Hail Mary TD Target.
57. If a player's attempt to score a Hail Mary TD is successful, that player may then elect to try a 2-Point Conversion or to Kick Off.
58. If a 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.

GAME LENGTH & TIPS

59. Game can be played with a set number of drives per player per quarter (four quarters in a game; two possessions for each player in each quarter), or up to a set point total (first to 31 points).
60. Since you only have one opportunity to score a Field Goal, you should continue to try to accumulate yardage if you have more than one ball left.
61. 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!
62. Keep in mind that the riskier plays – Onside Kick, Fake Punt and Hail Mary TD – give a reward to your Opponent if you miss. By giving your Opponent a +20 yard head start, it will make it much easier for your Opponent to get into scoring position.