

Scoring

The objective of phute is to score Points. This happens when a Team uses the phute ball to strike one of the three parts of their opponent's Goal: Base, Post, or Globe.

Each Team's Goal is set in the middle of their Score Zone. The Base is a cylinder shaped object with a diameter of 3 feet and a height of 18 inches. The Post rises from the middle of the Base to a height of 8 feet and has a diameter of 8 inches. The Globe sets a top the Post and has a diameter of 18 inches.

There are multiple ways to score and countless combinations cooperating Players might score Points. A Player may touch the Goal with the ball, throw it at the Goal, or kick the phute ball at the Goal.

The Base is worth 1 Point whether the ball is touched, thrown, or kicked.

The Post is worth 2 Points when touched, 3 when thrown, and 4 when kicked.

The Globe is worth 3 Points when touched, 4 thrown, and 5 kicked. When thrown or kicked, 1 additional Point is awarded for each Zone away from the Score Zone.

If multiple parts are struck at the same time, Points are awarded for the lowest amount between the different parts.