

Signing Up

ONLY people with a wrist band can be on the list.

Can only get a wrist band put on by me or my staff.

Once you put your number on the list, please move to allow others to sign up.

DO NOT put a fake number in place to hold a spot. Just wait for everyone to get there and sign up together (this is for your first game only).

You **CANNOT** be on the list and playing.

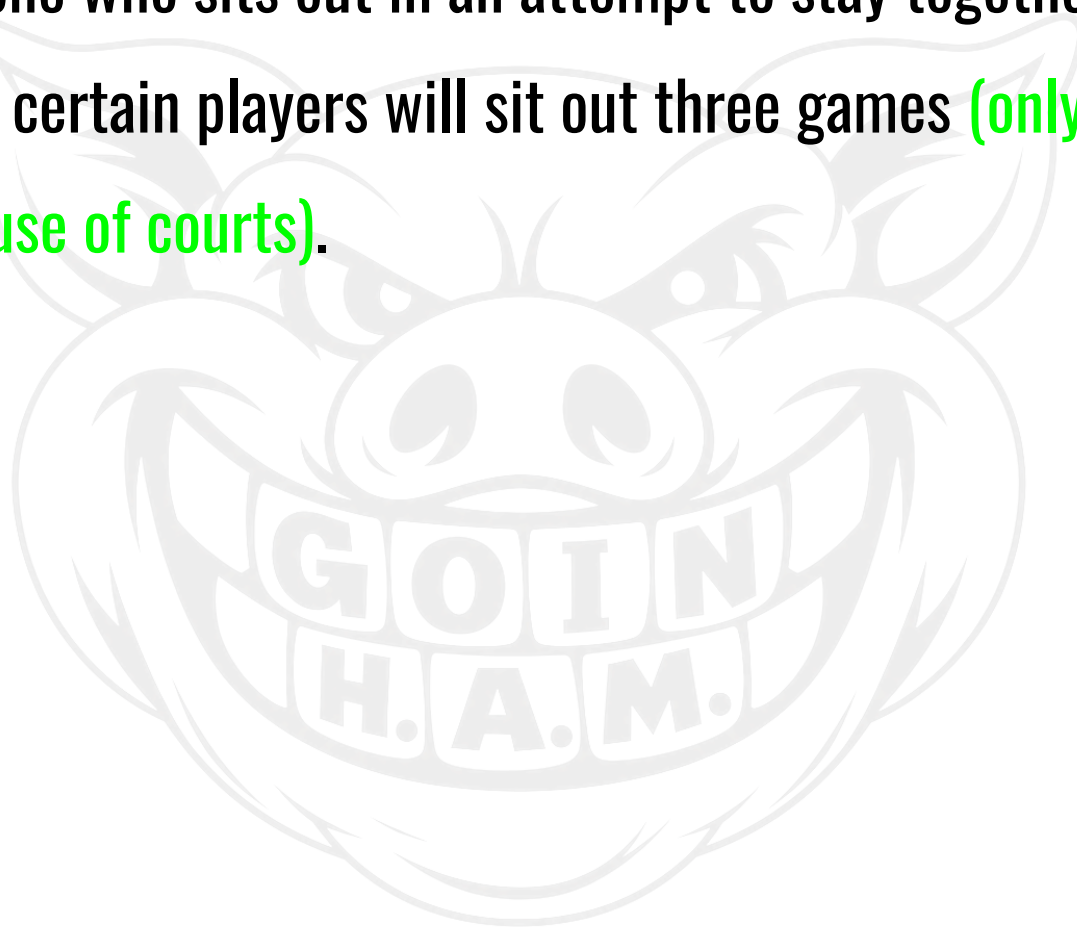
Once you sign up and it is the **CURRENT** or **NEXT GAME** you must stay in that spot.

Check the clipboard for your court assignment.

Signing Up(cont'd)

It's **NO guarantee** that your squad can stay together. I will move players if it affects the use of the courts.

Anyone who sits out in an attempt to stay together or to play with certain players will sit out three games (**only if it affects the use of courts**).



GAME PLAY

All inbounds are put into play at the opposing teams baseline or half court.

Baseline inbounds do not have to wait for the defense!

Defense cannot hold on to the ball for an extended amount of time (max 5 sec).

NO possession can start on the sidelines!

You use more time arguing. Clock Does Not Stop!!

All disputes shoot for it! Shot is to be attempted only by the ball handler and the player that made the call or who the call effected. DO or DIE, NO MATCH!!

Game Play(cont'd)

If there is a call in the middle of a scoring play, finish the shot
(does not include any additional players).:

The shooting player or the player that made the call or who the call effected will shoot for the point or possession.

Offensive player shoot for it:

Shot made- Keep made point or replay possession if failed to score.

Shot missed- Change of possession.

Player that made the call or who the call effected shoot:

Shot made- Change of possession.

Game Play(cont'd)

Shot missed- Offense will keep made point or replay possession if failed to score.

Can be checked up at the half if there is an infraction on that end of the court. Otherwise, inbound the ball from the opponent's baseline.

All jump ball situations will be between the two players that are involved in the play. One of the two will take a shot from the 3 point line, above the free throw line, **DO or DIE!!**

Game Play(cont'd)

If a player launches, kicks, or intentionally rolls the game ball off of the court during regulation (doesn't include opponent intentionally neglecting to retrieve a reasonable pass or roll); Opponent will be awarded 2 free throw shots after regulation.

The opponent may choose any active teammate to shoot.

If a player decides to remove him/herself from the court during or between gameplay, the team he/she is playing on will continue without player. The game keeps going and the clock doesn't stop.

Holding the ball to secure another player or to convince player to rejoin will result in a penalty that would give opposing team a chance to be competitive.

END of REGULATION

LAST MINUTE RULE:

In the last minute defense has to do a verbal (loud) countdown at a reasonable pace to enforce the shot clock.

The countdown only counts when the defense is verbalizing it. If you stop, you start where you left off.

Must say ZERO to complete the countdown!!

During inbound at the last minute, you have 3 seconds to inbound before the official countdown begins (that includes both half and baseline).

In last minute, offense has 15 seconds from the base line and 10 seconds from half or after contact with rim to attempt a shot. Ball must make contact with goal for time to restart!

END of REGULATION(cont.)

If basketball fails to make contact with rim prior to expiration of shot clock, there will be an automatic change of possession.

15 seconds or less, you are fouled while attempting to score or shot attempt, YOU (**only the ball handler**) just say **FOUL, STAY, BALL, or HERE** (if defender gives it to you). AND1, you know that you fouled me, any like statement, or staring doesn't count.

10 seconds will be added after the clock expires. Play is dead once call is made. Do not continue to play.

The 10 second clock will begin once the defender passes the offense the ball. Cannot begin until after the clock monitor or court monitor has said to start.

OVERTIME

Time expires and teams are tied, **SHOOT for jump ball** (DO or DIE ONLY, NO matching).

The last defending team during regulation will shoot for first possession.

First possession will begin on the **Baseline Opposite of your goal** (do not start from half court).

The next to score WINS.

Overtime is 1 minute.

1 minute rule in effect!

OVERTIME(cont.)

Dispute because of bang bang play or otherwise, **shoot for it.**

You use more time arguing. **Clock DOESN'T STOP!!**

All balls are inbounded at the opposing teams baseline or at halfcourt. From one player to another.

If a player **launches, kicks, or intentionally rolls the game ball off of the court** to delay the game; the opponent will shoot 1 free throw shot and may choose any active teammate to shoot for it (even if time has expired because of it). Missed shot is a **LIVE ball**(if there is time left)!

OVERTIME(cont.)

The court monitor will be making the judgement call for the Flagrant (this call only happens in overtime).

Flagrant foul (ie.. bear hug, grab and/ or pull shirt, anything but playing the ball...); to prevent the ball handler from advancing, shooting, or passing the ball. The ball handler will shoot a free throw (have 5 seconds to shoot). Missed shot is a LIVE ball!

If the teams are still tied after 1 minute, there will be a 3 point game of MATCH (above free throw line extended) . ALL players must shoot before any repeat shooters.

OVERTIME(cont.)

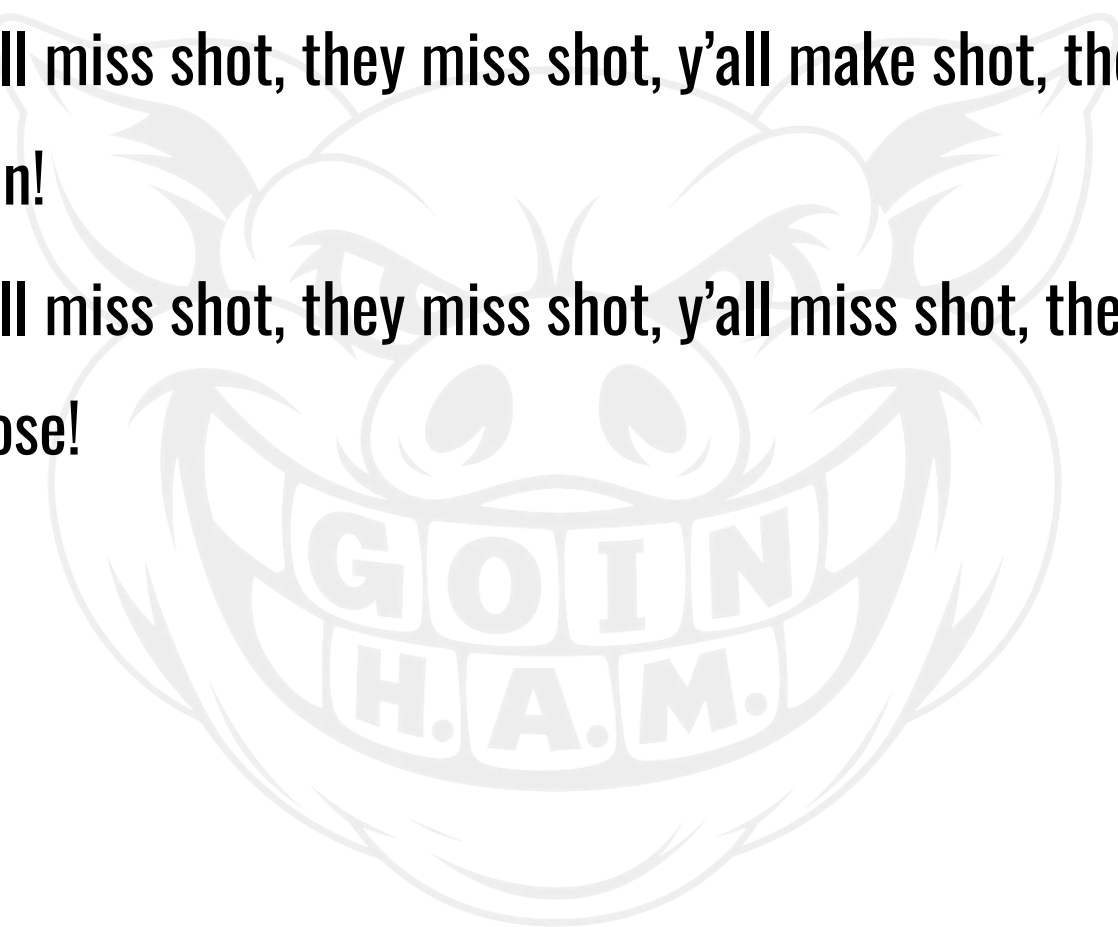
Game of Match:

Y'all make shot, they miss shot= y'all win!

Y'all miss shot, they make shot= y'all lose!

**Y'all miss shot, they miss shot, y'all make shot, they miss shot=
Y'all win!**

**Y'all miss shot, they miss shot, y'all miss shot, they make shot=
y'all loose!**



FOULS

NO CONTINUATION.

Call your own FOULS!

Teammates **CANNOT** call foul for each other.

NO UNDERSTOOD FOUL!

AND1, you know that you fouled me, or give me that is NOT saying
“FOUL, STAY, BALL, or HERE”!

Be loud and clear.

If there's a foul call, RESPECT their call, more time is used
arguing.

Fouls(cont.)

Ballhandler MUST STOP PLAY soon as FOUL happens and must not attempt a shot or hoist the ball, so there is a clear understanding of what's happening.

Exceptions: If defender is pulling the ball handler from behind (ie. pull upper body, leg, wrap up the ball handler from front or behind, or etc...) player can stop play and say have a delayed verbal response (ie. FOUL, BALL, HERE, STAY) to prevent from possible injury.

Possessions

Ball goes over the backboard (doesn't matter if it does or doesn't touch), it is a change of possession

Shoot for all judgement calls. DO or DIE, NO matching. ONLY between the two players in the play.

NO possessions can start on the sidelines!

All plays start from the opposing team's baseline or half court.

BACKCOURT violation: Automatic change of possession.

Possessions(cont'd)

Kickball: Ball makes contact with defender at knee or below the knee, intentional or accidental and defender's leg/ foot is motioning forward. The offense restarts possession. Kickball on offense only counts if player uses it as an advantage for the offense.

Do NOT change GAME POINT!

There's NO skunk (7-0)!

CHERRY PICKING

Player fails to cross half court and stay on the opponent's side during game play on that end of the court.

Player(s) must be on the opponents side of the court prior to a change of possession to be ruled an eligible player.

CHERRY PICKER can clear by standing on the opponents half of the court.

If CHERRY PICKER makes contact with the ball in any shape, form, or fashion, it will be an automatic change of possession.

If a score has taken place you still must touch half.

CHERRY PICKING(cont'd)

Unless there is a check up. In this case the CHERRY PICKER rule doesn't appl

Inbound Rules

If your goal is on opposite end of court on change of possession:

Player located behind the baseline receives ball and then passes it inbounds. Ball is live. Do not have to wait for defense. Do not have to walk the ball up to half court and check up.

If you are on the same end as your goal, player will check up from within half court icon.

