

Signing Up

ONLY people I can see inside the gym can be on the list.

In the parking lot = **NOT on the list.**

Once your number is on the list, please move to allow others to get signed up.

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

If there is a player swap, **both individuals** need to see me together.

Check the dry erase board or clipboard to know your court assignment.

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

Signing Up (cont.)

Anyone who sits out in an attempt to stay together or to play with certain players and it affects court use will sit out two additional games once attempting to sign up **(only if it affects the use of courts).**

GAME PLAY

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

End line inbounds do not have to wait for the defense!

Defense cannot hold on to the ball for an extended amount of time **(no more than 5 sec).**

NO possession can start on the sidelines!

GAME PLAY (cont.)

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!!**

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.

GAME PLAY (cont.)

Shot missed- Change of possession.

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

Shot made- Change of possession.

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 end line.

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.)

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 end line).

In last minute, offense has **15 seconds from the end line and 10 seconds from half** 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**) say **FOUL** or 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 (unless the possession just changed with 10 seconds or less and NO shot attempt was taken).

First possession will begin on the **End Line 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!

Fouls (cont.)

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”!**

Be loud and clear.

If call foul, RESPECT their call, more time is used arguing.

**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.**

Fouls (cont.)

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 FOUL 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!

Possessions (cont.)

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

BACKCOURT violation: Automatic change of possession.

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 end of the court prior to a change of possession to be ruled an eligible player.

CHERRY PICKER can clear by touching the half court line.

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

If there was a change of possession on a fast break turnover (before the crown of the 3 point line). In this case the CHERRY PICKER rule doesn't apply

Inbound Rules

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

Player located behind the end line receives ball and then passes it inbounds. Ball is live. 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 pass ball in from half court icon.