

Signing Up

- *ONLY** people I can see Inside the gym can be on the list.
- *In the parking lot = NOT on the list.**
- *Once I have written your number, 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 team 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 which affects the use of a court will sit out two additional games once attempting to sign up (only if it affects the use of courts).**

GAME PLAY

- *You use more time arguing. Clock Doesn't Stop!!**
- *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!**

GAME PLAY (cont.)

*All disputes **shoot for it**. Shot is to be attempted only by the two players in the call. **DO or DIE, NO MATCH!!**

*If there is a call in the **middle of a scoring play, finish the shot.:**

-The shooting player or player that called the violation will shoot for the point or possession.

-**Offensive player** shoot for it; made shot, keep made point or replay possession if shot attempt was unsuccessful.

Missed shot, change of possession.

-**Player that called** violation shoots for it; made shot, change of possession. Missed shot, offense will keep made point or replay possession.

GAME PLAY (cont.)

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

***NO possession can start on the sidelines!**

***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, then the team he/ she is playing on will continue without that player. The game nor the clock doesn't stop.**

GAME PLAY (cont.)

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

***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, NO Match!!**

END of REGULATION

***LAST MINUTE RULE:**

- During the last minute the defense does a verbal (loud) countdown at a reasonable pace to enforce the shot clock.**
- Once clock reaches the last minute the offense has 15 seconds from the end line and 10 seconds from half to make a shot attempt.**
- The ball must make contact with the goal in order for the time to restart.**
- If the offense attempt fails to have the basketball make contact with the rim prior to expiration of time, there will be a change of possession.**
- If there is a foul call and it is less than 5 seconds, the clock will start at 5 seconds.**

END of REGULATION (cont.)

-THE CLOCK DOESN'T STOP!!!

-Once the defense gives the offense the ball, clock starts.

***15 seconds or less**, you are fouled while going into a shot or shooting, YOU (**only the ball handler**) say **FOUL**, **defender gives it to you** (AND1, you know that you fouled me, or like statement doesn't count), or a gesture which indicates a foul has taken place but is unable to express verbally (doesn't include staring).

*Will be awarded 10 seconds after the clock expires. **Play is dead once call is made.**

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

END of REGULATION (cont.)

***Also awarded to the offense if defense fouls at the end of regulation to prevent offense from scoring opportunity.**

OVERTIME

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

***The defending team on the last possession will shoot for first possession (unless the possession just changed).**

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

***The next to score WINS.**

***Overtime will be 2 minutes.**

***1 minute rule in effect at 1 minute!**

- *Must make an attempt to score.**
- *If there's a dispute because of bang bang plays or otherwise, shoot for it. You use more time arguing. Clock DOESN'T STOP!!**

OVERTIME (cont.)

- *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 during overtime; the opponent will shoot 1 free throw shot and may choose any active teammate to shoot for it. Missed shot is a LIVE ball!**

OVERTIME (cont.)

***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. Missed shot is a LIVE ball!**

***If the teams are still tied after 2 minutes, there will be a 3 point shootout from the 3 point line (above free throw line extended) . ALL players must shoot before any repeat shooters.**

OVERTIME (cont.)

Matching shots:

- **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!**
- *NO PLAYING KEEP AWAY, sitting past half court or passing around for an extended period of time, or ENDLESS dribbling (defender must be within arms reach of the ball handler for rule to be enforced).**

FOULS

- *There is **NO CONTINUATION**.
- *You must call your own FOULS!
- *Teammates **CANNOT** call foul for each other.
- *There is **NO UNDERSTOOD FOUL**!
- ***AND1** is **NOT** saying “FOUL”!
- *Be loud and clear.
- *If someone calls foul, **RESPECT** their call, more time is used arguing.
- ***AND1**, you know that you fouled me, or like statement doesn’t substitute for calling “FOUL”

Fouls (cont.)

- *Exceptions** (ball handler **MUST STOP PLAY** soon as **FOUL** happens and say “**FOUL**”):
 - If defender pulls ball handler from behind (ie. pull upper body, leg, etc...)
 - Wrap up the ball handler from front or behind.
 - Ball handler **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.

Possessions

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

***If there is a judgment call, shoot for it. 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.)

***Kickball:** If 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:** A player that fails to cross half court and stay on the opponent's side during game play on that end of the court.

Possessions (cont.)

- Player(s) must be on the opposing 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 projects the ball in the direction of the rim or a shot attempt (made or missed) will be an automatic change of possession. To include alley oops.**
- Exception: If there was a change of possession on a fast break turnover. 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 walk the ball up to half court and check up.

***If you are on the same end as your goal:**

-Inbounding player will be located in the half court circle and pass in from there.

