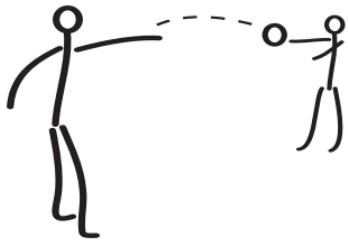


# Tsegball Unit Game Rules

## GENERAL RULES



- The game starts with rock,paper,scissors at center court.  
The winning team gets first possession of the ball.
- Players may not step when in possession of the ball.
- The ball must be passed within 3 seconds.
- Players may not jump to intercept the ball.
- Players may not jump to score.
- If the game ends in a tie there will be a shoot-out using back-throws.
- Each game will consist of 2x3 minute halves. Teams will switch sides at the half.

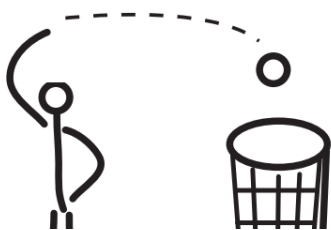
## CHANGES OF POSSESSION

- The ball is dropped by a field player.
- The ball is thrown out of bounds by a field player.
- A player takes more than one step with the ball.
- A field player holds the ball for more than 3 seconds.
- A goalie holds the ball for more than 10 seconds.



## GOAL KEEPERS

- Goalies are not allowed to score goals.
- Goalies are not allowed to leave their goal area.
- The ball must be passed within 10 seconds.
- If the goalie tips the ball out of bounds it is still the goalie's possession.
- Goalies are not allowed inside the blue lines around the goal.
- Goalies are not allowed to touch the goal.



## BACK-THROWING

- Back-Throwing is used after a penalty.
- The throw must be taken from outside the goal area.
- The person is fouled against must take the back-throw.



## SCORING POINTS

- Each time the ball lands inside the basket it is worth 1 point.
- If your hand goes out of bounds while shooting, the goal will not count.
- Players are not allowed to touch the goal.
- Players are not allowed to touch the goalie.

# Tsegball Unit Game Rules

## FOULS

A foul results in a change of possession when the foul was committed. The player gets a free pass to their teammates, but cannot shoot.



- **Holding:** When a player has possession of the ball for more than 3 seconds the opposite team earns possession.
- **Traveling:** When a player takes more than 1 step with possession of the ball.
- **Jumping:** When a player jumps to intercept or jumps to score.
- **Dead Ball:** When an incomplete pass is made and the ball touches the ground.
- **Illegal Contact:** When a player kicks the ball or hits it with their head.
- **Checking:** When a player attacks, pushes, slaps, kicks, or throws the ball at another player. This results in ejection from the game.
- **Fighting:** When a player argues with the referee or another player during the game. This results in ejection from the game.

## PENALTIES

A penalty results in a back-throw penalty shot. The player who was penalized against takes the back-throw.



- If the goalie passes to another goalie and the ball is dropped.
- If a player contacts the goalie.
- If a player runs into another player.
- If a player intentionally throws the ball on the ground, out of bounds, or at another player in anger.
- If the goalie hits or pushes a player from the opposite team.

## SIDELINE PLAYERS

- Must stand in their designated areas
- If they step out and play a ball it will be a turnover
- With the ball in their possession they cannot move, only pivot
- Sideline players also only have 3 seconds to pass the ball
- A sideline player CANNOT SCORE, they can ONLY PASS!!