

GAME RULES for **AOA SWISH 2K18**

Organised by AOA Basketball ACADEMY @ DBO PANJIM | DEC 2018

Category UNDER – 08 years

Game:	DRIBBLE WAR
Game Area:	6mts x 13 mts (Size of badminton Court)
No of Players:	5 players per team
Time Limit:	2 Minutes or completion of task (whichever is earlier)
WINNER:	Team that completes the task
How to Play the Game:	<ul style="list-style-type: none"> • Each player has a basketball. • The player while dribbling his/her ball should throw out of play the ball of the opponent player. • The team that survives till the end is the winner. • Or the team that has more players active on court is the winner.

Game:	DRIBBLE TAC CHALLENGE
Game Area:	6mts x 13 mts (Size of badminton Court)
No of Players:	5 players per team
Time Limit:	2 Minutes or completion of task (whichever is earlier)
WINNER:	Team that completes the task
How to Play the Game:	<ul style="list-style-type: none"> • Teams are divided as 'chasers' and 'runners'. • Only 2 'chasers' and 5 'runners' will be on court. • The chasers need to tac (touch) the runners who will freeze on court. • To release a frozen player the team needs to crawl between the legs. • Game ends if all the players are frozen, or time is up! • At the end of stipulated time, Team that has minimum number of players frozen wins.

Category UNDER – 10 years

Game:	PASS and TAP
Game Area:	6mts x 13 mts (Size of badminton Court)
No of Players:	5 players per team
Time Limit:	2 Minutes or completion of task (whichever is earlier)
WINNER:	Team that completes the task
How to Play the Game:	<ul style="list-style-type: none"> • Teams are divided as ‘chasers’ and ‘runners’. • All FIVE Players of the team are on court. • There is only one ball in play. The Passers have the ball. • The passers need to pass the ball to their own players and touch the opponent Team player. • The Chaser needs to be in possession of the ball to Tac and freeze a player. • A player frozen may be release by crawling between the legs of the player. • Game ends if all the runners are frozen or if time is up. • Team that freezes the team in quicker time of if gets maximum players frozen WINS.

Game:	BUZZER BEATER
Game Area:	15mts x 11 mts (Half of the Basketball Court)
No of Players:	5 players per team. One player plays at a time.
Time Limit:	30 Seconds or completion of task (whichever is earlier)
WINNER:	Team with maximum points WINS
How to Play the Game:	<ul style="list-style-type: none"> • The Game is played between two teams. • Players Line up the players at a point just beyond their shooting comfort zone (beyond the 3 point curve). • Set the clock for 10 seconds and see how many baskets each player can make before the next player moves into position for their 10 seconds on the clocks. • The Team with the most baskets WINS.

UNDER – 12 YEARS

Game:	KNOCK OUT
Game Area:	15mts x 11 mts (Half of the Basketball Court)
No of Players:	5 players per team. One player plays at a time.
Time Limit:	30 Seconds or completion of task (whichever is earlier)
WINNER:	Team with maximum points WINS
How to Play the Game:	<ul style="list-style-type: none"> • Knock out requires two basketballs and two or more players. • The Players form a line at the free throw line with the first two receiving basketballs. • The first players shoots and if he or she misses, the second player can “Knock out” the first player by making the basket. • If the first player is able to make the shot before the second player, they pass it to the next player in line, who then tries to knock out the second player, they pass it to the next player in line, who then tries to knock out the second player while the first player returns to the end of the line. • The player with the most baskets win.

Game:	BALL TAG
Game Area:	6mts x 13 mts (Size of badminton Court)
No of Players:	5 players per team
Time Limit:	2 Minutes or completion of task (whichever is earlier)
WINNER:	Team that completes the task
How to Play the Game:	<ul style="list-style-type: none"> • Teams are divided as ‘chasers’ and ‘runners’. • All FIVE Players of the team are on court. • There is only one ball in play. The Passers have the ball. • The passers need to pass the ball to their own players and touch the opponent Team player. • The Chaser needs to be in possession of the ball to Tac and freeze a player. • A player frozen may be release by crawling between the legs of the player. • Game ends if all the runners are frozen or if time is up. • Team that freezes the team in quicker time of if gets maximum players frozen WINS.

UNDER – 14 YEARS

Game:	3x3 CHALLENGE
Game Area:	15mts x 11 mts (Half of the Basketball Court)
No of Players:	5 players per team. Three players play at a time.
Time Limit:	Each game is of 7 minutes Duration of 11 points.
WINNER:	Team with maximum points WINS
How to Play the Game:	<ul style="list-style-type: none"> • FIBA rules for 3x3 Championship. • Rolling substitution. Player playing should move out before the bench player moves on court. • Team should move the ball out of the 3 point area after every change in ball possession. • Game starts with a check. • There is no in-bound. For every foul, or ball moving out-bound, the game resumes with a check. • After a basket, the ball possession will go to the losing team. • Regular basket is awarded 01 point. And a basket scored beyond the 3point curve will be awarded 2 points. • Team with Max points WINS.

Game:	GOLF BASKETBALL
Game Area:	15mts x 11 mts (Half of the Basketball Court)
No of Players:	5 players per team. One players play at a time. It's a best of 3 challenge.
Time Limit:	Each team gets a maximum of ONE MINUTE.
WINNER:	Team with maximum points with minimum attempts WINS.
How to Play the Game:	<ul style="list-style-type: none"> • HOT SHOT Mats are like the Golf puts. • Player has to score baskets in order from all the mats in minimum number of attempts. • Whoever completes the task in minimum attempts is the winner. • Incase of a draw, the next two players will compete.