



# PRIMER & RULES - 2008

## COURT AND EQUIPMENT

The game of SlamBall is to be played on a court that 97' long by 57' wide. Each end of the court has four identical springbeds built into it. The springbeds are rectangular in shape with the string bed measuring 7' by 14'.

A plexi-glass wall that measures 8' surrounds the court. Playable game space will extend behind the baskets, whose furthest point from the basket will measure 10'. The rims are 10' high.

## GEAR & EQUIPMENT

Players are to wear protective gear at all times. The gear consists of padded helmets, elbow pads, kneepads and various custom padded undergarments.

## TEAM COMPOSITION

There are eight players per team. Four players from each team are allowed to be on the court at one time.

## BOUNCE OFF

Each half will begin with a bounce off, which is an inverse tip-off. Ball must reach its apex uninterrupted. During the ball's descent players may check each other.

## GAME LENGTH

Games shall consist of two, ten-minute halves. Running clock in all situations except Face Offs and time outs.

## TIMEOUTS

Each team has one timeout per half to utilize. Timeouts last for 45 seconds.

## SUBSTITUTION

SlamBall utilizes hockey-like system of substitutions that occur during play without a stoppage of the clock. The exiting player must be within 5' of his own team box before a new player can enter.

## SPRING AREA REGULATIONS

The Spring Area is the floor space that houses the four springbeds and the island.

Defender cannot follow offensive player into the Spring Area and interrupt the bounce. This is a popcorn-effect violation and results in a Face-Off.

When offensive player takes off from the floor entering the Spring Area from a realistic distance to reach the springs, no contact by defender may be made. (As soon as the offensive players' back foot leaves the floor entering the springbed, any contact with the offensive player by the defender will result in a face off.) *A tie will go to the offensive player.*

Even if defender is holding position directly in front of the springs, he must avoid contact with the attacking player. A defender cannot draw a charge in SlamBall from a player on the ground or in the air.

Offense cannot enter Spring Area after loose ball. They can retrieve ball only if they are already in Spring Area.  
*(Penalty resulting in change of possession.)*

Defenders challenging on a dunk attempt must make a play on the ball; they cannot attack body. Illegal contact includes sideswiping at body.  
*(Personal foul, possible flagrant - resulting in a face off.)*

Defensive players in the bottom tramp are not limited to the 2-bounce rule. If desired, they may maintain a continuous bounce.

Defenders in the bottom springbed must jump straight up and down. Defenders may not drift outside the framework of the bottom springbed to make contact with an offensive player.  
*(Personal foul resulting in a face off.)*

Defenders at the rim must make a play on the ball, but may make contact with the attacking player's hand or arm as long as there is no holding, grabbing or striking.

Popcorn: Defender may not disturb the natural flow of an offensive player's bounce in or out of the springbed.  
*(Personal foul resulting in a face off.)*

There is absolutely no contact while on the springbed bed.

Offensive player cannot attack the bottom springbed directly with ball; Players may only attack the bottom springbed with the ball when receiving a pass, from a perimeter springbed, while going into the bottom springbed  
*(Penalty resulting in change of possession.)*

Two players from the same team may not be on the scoring springbed at the same time.  
*(Penalty resulting in change of possession.)*

A player is allowed only one bounce in and out of a springbed. A second bounce is awarded only if the player is making a play on the ball or on the rim. Examples of a play on the ball are the following (dunk attempts, lay-up attempts, Jump shots, and passing, attempt to attract a lob pass, generate bounce to block a perimeter shot before it reaches an apex, etc.)  
*(Penalty resulting in change of possession.)*

Players may not bounce in two consecutive springbeds with the ball in their possession. *(Penalty resulting in change of possession.)*

Players may always exit the springbeds with the ball. They may pass the ball of the perimeter walls to reset their dribble.

When a player is exiting a springbed the opposing player MUST allow the player to land. Both feet must touch the ground before any contact can occur. Contact is never allowed when airborne players are exiting the springbed.

Defenders at the rim are permitted to goal tend shots taken from the springbed. Shots taken from outside the springs may not be goal tended. If a ball is goal tended from the floor the basket will count for two points (if

taken inside the three point line) or three points (if taken outside the three point line). A defender may always block a shot from outside the springs if they reach the ball before it reaches its apex.

Defenders may not come up through the rim to deflect a shot or slam.  
*(Penalty resulting in awarding the points to the offensive team)*

Attacking players may not pass the ball off and make contact with the Stopper to gain an advantage for an attacking teammate. Anything beyond incidental contact in the bottom bed results in a violation.  
*(Penalty resulting in a Face off)*

### **ISLAND**

The Island is the area between the springbeds where a player can momentarily establish position to move the ball in an offensive set, or to stop short in the Spring Area to move in a different direction.

There is no contact on the island; if a defender makes contact with an offensive player on the island the result will be a face off. Defenders may not draw a charge or make contact of any kind with the offensive player from the island area.

Two players from the same team may not be on the island at the same time.  
*(Penalty results in change of possession.)*

Player can only stay on the island for three seconds.  
Player may not bounce to a perimeter springbed and reset himself on the island to avoid the three second rule. Player must bounce clear of the springs in order to re-establish himself on the island.  
*(Penalty results in change of possession.)*

A defender on the island may make incidental contact with an offensive player while going for a loose ball.

Offensive players may not attack the scoring (lower) springbed from the island (with or without the ball).  
*(Penalty results in change of possession.)*

Offensive players in the island may 'step back' into any of the perimeter springbeds for scoring opportunities, either via jumpers or to spring back toward and attack the basket.

## **TRAVELING**

No more than two steps after stoppage of dribble.  
*(Penalty results in change of possession.)*

A player's bounce into the springbed does not count as step.

An offensive player with the ball cannot be called for traveling when the defender's contact causes an extra step.

After open floor hit with the defender, the offensive player's dribble resets. If the player picks up the dribble as he's getting hit, he can immediately restart his dribble after the contact.

Offensive player may palm the ball while in the act of dribbling, as long as it does not materially affect the rhythm of the dribble. An offensive player may not put his hand underneath the ball while dribbling.

The bounce or bounces in the springbed do not count as a step. While approaching the springbeds, attacking players must dribble the ball, but are allowed two steps after the dribble is picked up to stride into their jump to the springs.

A stationary player directly adjacent to the springbeds who has not dribbled or has picked up their dribble may jump into the springbeds without dribbling. No violation occurs in this case.

## **OPEN COURT**

When making contact with an offensive player, the defender may only make contact from the waist up and below the neck. Contact must be in front of the shoulder. *(Personal foul resulting in face off)*

Defenders may make contact with a player in possession of the ball if he goes into his shooting motion outside the springbeds. Defenders will

endeavor to 'run shooters off of their shot' and force them to hop into the springbeds, where their Stopper can goaltend the shot.

On a body check, players may not extend their arms above shoulder height.  
*(Personal foul resulting in face off)*

There is no tripping of a player at any time.  
*(Personal foul resulting in face off)*

A player may not grab or hold another player.  
*(Personal foul resulting in face off)*

Defender may only make contact with offensive player after the ball has been put on the ground. Only incidental contact is allowed before the dribble. Contact directly with the ball, and the ball only, is not a foul.  
*(Personal foul resulting in face off)*

Defender may make contact with the ball handler after stoppage of dribble.

Excessive hand checking is considered a holding violation.  
*(Personal foul resulting in face off)*

In the event of a tie-up, possession always goes to the team on defense.

If a defender traps an offensive player against the glass it is considered a held ball. There will be a three second count. *(Possession will be given to the defense.)*

There can be no extension of the hands in a shoving motion, or drawing inward of players in a pulling motion.  
*(Personal foul, resulting in a face off)*

Out of bounds: If the ball travels out of bounds or over the wall, possession will be awarded to the opposite team that last touched the ball.

After score: Teams must inbound the ball from baseline, the baseline is considered to be the wood floor below the bottom springbeds. When receiving an inbound pass the player must have two feet planted on the wood above the baseline. Defenders may enter the Spring Area to pick off the inbound pass.

## **STOPPER BOX**

The eight-foot colored box behind the scoring (lower) springbed is referred to as the Stopper Box. While the defender is in this box, the Stopper cannot be touched by an offensive player at all.

## **FACE OFF**

*Occurs after a personal foul. It is a one-on-one penalty shot in which the offensive player attacking the basket, and the perpetrator of the foul defending the attack.*

Offensive player must claim a springbed of which to attack the basket. The three options available to the offensive player are:

Middle springbed  
Right springbed  
Left springbed

In a middle alignment, the offensive player chooses to attack via the central springbed. The defender has the option to bounce in from the right or left side beds to position himself for the block.

In the event of a side attacking alignment, the defender must approach the scoring (lower) springbed from the side opposite of the springbed claimed by the offensive player. This can be used to strategic effect, if the defender is weak on one side, predominantly right-handed, etc.

After the Face-off, the offensive player's team is awarded the ball. So Face-offs are particularly damaging violations if the team scores on the Face-off and manages to score again on the awarded possession.

Players may use 'multi-tramp' technique (see below) in a Face off.

In the event of overtime the teams will settle the game via face offs. Each team will have the opportunity to have their starting Stopper face the opposing team's best attacker. Any points scored will be added to the team's final points. A discrepancy in the final score will decide the winner. If the score remains tied after each team's single Face-off, the teams must send out their next best attacker and proceed to another two Face-offs. This

continues until there is a discrepancy after a round. Teams may not send out their best attacker again unless all the other players have had a turn.

## **BONUS SITUATION**

Each team may draw three fouls resulting in Face offs.

After the third Face off, the team is in the Bonus situation.

In the event that a fourth Face off is assessed on a violation, the ensuing possession of the ball is determined by the outcome of the Face off. So if the offensive player scores on the Face off, the offense gets the ball back. If the defender stops the attacker, the defense is awarded the ball.

Teams may elect to forego unused fouls they have remaining in the end game and skip directly to the Bonus Situation.

This makes it critical for teams to manage their fouls over the course of the game. Example: if a team is down 5 in the final minute, they could strategically foul the opposing team's weakest player and attempt to stop a Face off in the bonus situation. If successful, they would get the ball back with a chance to score and get back in the game.

## **PENALTY SITUATION**

After the bonus Face-off, any violations that would normally result in a Face Off are considered to be in the Penalty Situation and result in penalty points being awarded directly onto the score opposite of the offending team. Foul management is critical, as poor judgment and rampant fouls can quickly put a game out of reach. Players must learn to play hard within the rules.

## **MULTI-TRAMP**

A technique was developed to release the ball away from the body while bouncing between springbeds to get around the 'player cannot bounce in two consecutive springbeds with the ball' rule. This technique does not result in a violation as long as the following rules are adhered to:

- player may not multi-tramp into the scoring (lower) springbed
- the ball must be released clearly up and away from the body or clearly down and off the springbed and away from the body

## **SET PLAYS**

After a score, a team may run a set play, with the offensive players bouncing in the springbeds in their own backcourt, and using their own springs to launch them into play at full speed. Executing a play in this fashion creates an additional opportunity for the coach to manage the team's playbook in-game. In this play configuration, the defense must line up behind the designated defensive line (the line eight feet 'back' from the half court line). The game clock will continue to run as they collect the ball and set their play. The shot clock will start after 5 seconds of the game clock have elapsed after the score or when the first player launches onto the floor.

## **SHOT CLOCK**

The shot clock shall be 15 seconds, requiring the offense to put up a shot within that time period. The shot clock will be reset in the event that the ball strikes the rim and the offensive team retrieves the loose ball. The clock will start upon inbounding the ball or the ball handler launching into play.

## **DISQUALIFICATION**

A player or coach is disqualified from play and must exit the playing area in the event of 2 assessed technical fouls.

## **TECHNICAL FOULS**

Technical fouls are assessed to players for unsportsmanlike conduct or defensive infraction where the team doesn't have the ball. Player is assessed a technical foul and one more will eliminate him from play.

## **POINTS**

Slam-dunks count as three points;

Shots from behind the three point line count as three points

All other shots count as two points

Slams must cleanly travel through the rim with downward force. Attempted slams that rattle around the rim or do not travel through the rim cleanly are only awarded two points.