



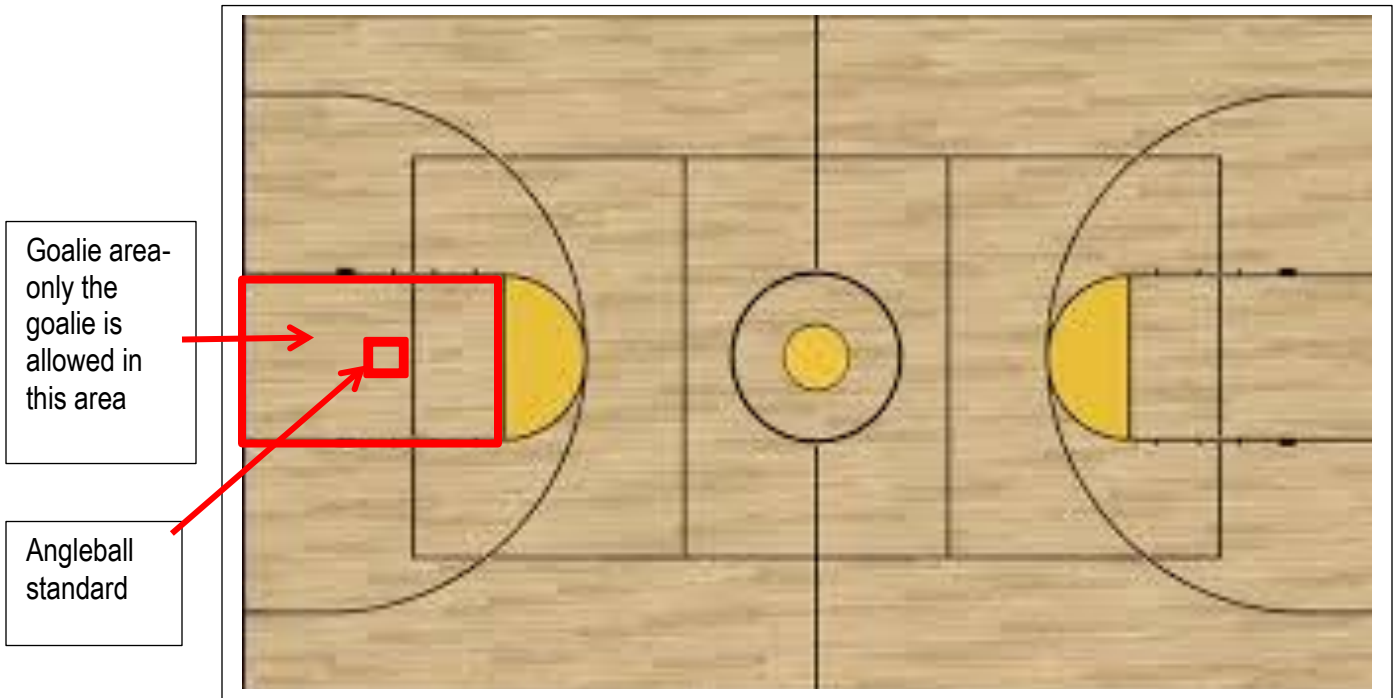
General Angleball Rules

- One point is scored by directly knocking the targetball from off the opposing team's goal post with the angleball from outside the opposing team's target circle/goalie area.
- Players can run and move freely with the angleball, but if they are lightly tagged (on the arm, shoulder or back) they cannot shoot and have to pass the angleball within three seconds.
- Dangerous play and unsportsmanlike conduct are not allowed.

More details:

- Angleball is played between two teams of an equal number of players. It is common that no field boundaries exist. The distance between goal posts can be scaled up or down depending on the number of players.
- Angleball is typically played over two halves.
- Start game play with either a jumpball OR the team wearing the scrimmage vest can start game play with the goalie putting the ball into play.
- Objective of angleball is to score more points than the opposing team in the allotted time
- Points are scored by knocking the targetball from off the opposing team's target pole high from outside the opposing team's radius target circle/goalie area, (we use the basketball key, the paint as the goalie area) without the angleball first hitting the pole or cup aka the shot must be clean.
- When a point is scored, the targetball is reset and play resumes from inside that targetball's target circle/goalie area with the team who was scored on in possession. If the target is knocked over, but it was not a clean shot, the target is reset and play resumes from within that target circle/goalie area just as it does for a clean shot.
- Only the goalie can be within the target circle/goalie area
- Players may move and run freely with the angleball; however, if a player with the angleball touches the ground within the opposing team's target circle/goalie area it results in an immediate turnover.
- If a player is tagged by an opposing player while in possession of the angleball, the player in possession must pass the angleball within three seconds (counted off by the tagger as "one one thousand, two one thousand, three one thousand").
- A player may not shoot after being tagged by an opposing player for the duration that s/he is in possession of the angleball.
- Failure to pass the angleball after being tagged and three seconds elapsed, is an immediate turnover.

- **Angleball is light contact. Holding, pushing, slapping, overtly aggressive contact or unsportsmanlike conduct are not allowed and may result in offending player being sidelined without substitution - that team will play a player short.**



- Angleball is played between two teams of an equal number of players. It is common that no field boundaries exist. The distance between goal posts can be scaled up or down depending on the number of players. Angleball is typically played over two halves.
- Play begins with a coin toss (or rock paper scissors) to determine starting possession. Possession begins within that team's 10' radius target circle. The ball can be thrown, or run out of the target circle to begin play. Possession team has 5 seconds to begin play.
- The objective of angleball is to score more points than the opposing team in the allotted time. Points are scored by knocking the targetball from off the team's target pole (set as high as 10') from outside the opposing team's 10' radius target circle, without the angleball first hitting the pole or cup aka the shot must be clean. When a point is scored, the targetball is reset and play resumes from inside that targetball's target circle with the team who was scored on in possession. If the target is knocked over, but it was not a clean shot, the target is reset and play resumes from within that target circle just as it does at the beginning of play.
- Players may move and run freely with the angleball; however, if a player with the angleball touches the ground within the opposing team's target circle it results in an immediate turnover. Play remains constant during a turnover but the player must drop the angleball straight down and allow the other team to pick it up.
- If a player is tagged by an opposing player while in possession of the angleball, the player in possession must pass the angleball within three seconds (counted off by the tagger as "one one thousand, two one thousand, three one thousand"). A player may not shoot after being tagged by an opposing player for the duration that s/he is in possession of the angleball. Refusing to pass the angleball after being tagged is an immediate turnover.
- Angleball is light contact. Holding, pushing, slapping, overtly aggressive contact or unsportsmanlike conduct are not allowed and may result in offending player being sidelined without substitution - that team will play a player short. Traditionally, a sidelined player must complete a certain number of laps around the field before returning to play.
- Substitutions may take place during play as long as they do not interfere with play.
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