

ANGLEBALL

A game for many participants divided into two teams. Two large balls are placed atop standards (normally 10' tall posts with a 10' radius circle around the post) at opposite sides of a field. In a mixture of soccer and basketball, teams pass a smaller ball back and forth, attempting to knock the other team's ball off its perch with the smaller ball (normally a regulation size handball). A goal is worth one point. An offensive player who is touched by a defensive player must come to a stop and has three seconds to pass the ball to avoid a turnover. Additionally, once tagged a player cannot shoot for a goal. Requirements on the "time limit" between tagging and passing the ball is usually up to the organizer, but is, as stated above, standardly set at 3 seconds. If a ball is knocked off its perch as a result of the standard being struck it does not count as a goal and results in a turnover. After a score is made, play may not resume until the ball is replaced in its perch at the top of the post. The team scored against then begins with possession of the ball inside of their own circle and can begin to advance the ball towards the other team's goal. The ball may be thrown, kicked or rolled from player to player. There is no tackling. The organizer should set tagging rules, but it is usually one hand tag. The goal is to knock the ball from the opposing team standard. Invented as an aerobic workout for off-season football players by Rip Engle, Head Football Coach Pennsylvania State University.

Scoring – a point is scored when a team throws a ball at the standard of the other team and successfully knocks the ball off the stand.

Rules of play/Key Terms:

- Choice of ends is up to team players and the game is started by a "jump ball" in the center of the playing field.
- You can tag the person with the ball and the tagged player has three seconds to throw the ball to a teammate.

Origin: The Pennsylvania State University by Head Football coach Rip Engle in the 1960's

Field of Play: no set dimensions