

Roundball™ Beach Basketball Activity Guide

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Introduction

Beach Basketball was first played in the early 1980s at Gulf Shores School in Gulf Shores, Alabama. Invented by Coach Philip Bryant, this modified version of basketball has become popular as a result of the focus on skill improvement and action. In 1993 Sportime joined with Coach Bryant to coin the term Roundball, to represent the game of Beach Basketball when on a playground, in a gym or other physical education and recreational areas. Whatever the surface — sand, grass, clay, dirt, wood, carpet or rubber, Roundball Beach Basketball is an exciting, non-stop game that can be played by children and adults with varying abilities.

Equipment

- Official size ball (Beach Basketball) should have a 9 $\frac{1}{4}$ " diameter.
- The official scoring goal should be an 18" rim suspended by a single pole. Height of the rim from the playing surface should be from 6' to 10', depending on the size and playing skill of the player.
- The rim should have a net attached to it that will funnel the ball in two directions depending on the direction from which the shot enters the rim.
- Support pole should be 2 $\frac{1}{2}$ " diameter metal.

Official Playing Areas

The official playing area for Beach Basketball is the area within a circle with a 20' radius drawn from the center of the pole that supports the game's rim. This circle may be reduced or enlarged depending on the size and skill of the players participating. Reduction or enlargement may be 12' to 24'.

The official playing area for Roundball (on the playground, recreation area or in the gymnasium) is the area within a circle with a 26' radius drawn from the center of the pole that supports the game, and any ball touching the ground outside this circle is a dead ball. Inside that circle is a second circle with a 20' radius that will be used for the 3 point shot line. This circle may be reduced or enlarged depending on the size and skill of the players participating. Reduction or enlargement may be 15' to 24' respectively, but no more than this.

Players And Uniforms

The official game is played with 3 players on each team. Each player on a team wears a matching jersey, or, pinnie (a t-shirt), which matches in color and style.

Numbers on the jerseys or pinnies are not required. Teams, as a modified alternative, may play with fewer than 3 players and also may play with more than 3. However, no more than 5 players may be used on any one team.

Rules

The official game is played as a 3-on-3 player format. Each team roster should consist of approximately 5 players.

Substitutions can be made "on the fly" by the offensive team only after a score while the ball is alive and in play. Substitution may be made by either team on any dead ball. To substitute, the entering player must tell the official of their pending entry and for whom they are substituting. The official will declare a sub immediately after the score and exiting player will become unable to participate in the live ball. Play continues as sub is being made. It is the defensive team's responsibility to recognize the entry of the new player.

A team will have 2 time outs per contest. Only the team in possession of the ball can call time out. Play will resume from a dead ball format (1 minutes).

The game official can take any necessary time out without either team being charged. This time out can be for injury, sand in eyes, precaution of players condition, rule interpretation, loose ball on court, etc. Play will resume from a dead ball format (30 second).

Play continues in an uninterrupted fashion until one team reaches predetermined point total:

<i>12 & Under</i>	20 points	<i>16 - 18</i>	36 points
<i>13 - 15</i>	26 points	<i>19 & Over</i>	36 points

In a playground, recreation area or in a gymnasium a point/time limit could be set and when time expires on the pre-determined length the game is over.

The official game starts with a coin toss to determine which team receives possession first.

The team with first possession steps outside the 20'-radius circle, and that player attempts to inbound the ball to a teammate.

This inbound pass must be successfully accomplished before a shot for a score can be attempted.

Once the inbound pass reaches a teammate inside the circle, that player now has a choice to either pass or shoot the ball.

If a shot is taken, three situations can occur:

- Shot is made.
- Shot is missed and teammate secures missed shot.
- Shot is missed and opponent secures missed shot.

If a shot is made, then the appropriate points are awarded and the offense retains possession of the ball (make-it, take-it format).

If a shot is missed and an offensive teammate secures the rebound, then that player has either the option to shoot or pass.

If a shot is missed, an opponent secures the rebound then that player/team must pass the ball to one of their teammates who is located outside the circle.

When the defense gains possession, the ball must be cleared outside of the circle and this will be a "Free Out." (A "Free Out" is where the opponent must let the pass occur without obstructing or stealing the ball.)

Once the defense moves the ball past the circle, they then become the offense team. They are ready for their scoring attack.

If the defense steals any inbound pass or subsequent pass they will be able to clear the ball with an unobstructed "Free Out" and will become the offense once the ball is past the circle.

A ball that is inadvertently fumbled into the sand may be recovered by the offensive player that dropped the ball but no further advancement can be made.

If a loose ball occurs either outside the circle or inside the circle, possession goes to the team that first gains possession of that loose ball.

If 2 players from opposite teams gain possession at the same time in any game situation, then possession alternates from start of the game's coin toss.

Any violation, such as running with the ball (players are allowed 2 steps after establishing pivot foot), passing to self or fouling opponent (blocking, charging, running over, reaching in, slapping, pushing, over the back on rebound or pass, moving screen and holding) will result in the opponent receiving possession of the ball.

A player is allowed 2½ steps before a travel occurs.

The rim support pole may not be touched at any time during play.

It is a violation to dribble the ball; this will result in the opponent receiving possession of the ball.

Any player that has been fouled will receive possession of the ball. If a foul occurs on the shot then the player fouled will receive the ball back, plus one point.

After the 8th total team foul, the team fouled will receive one point plus possession of the ball.

All the players are encouraged to play hard, aggressive defense. Fouling is against the rules but there is no exclusion based on the number of fouls.

If the defensive player is fouled by the offense, they will receive possession of the ball.

No player may block a shot when the ball is in its downward arch. This will result in points being awarded depending on the nature of the shot (inside circle, outside circle).

To shoot a ball from outside the circle, the ball must first be entered into the circle then passed back out. On the return back out, the defense can also come out to contest the shot.

Defense can come out of the circle to go for a loose ball or contest the outside of the circle shot, but, otherwise, must remain inside the circle until they secure possession.

If the defense secures the ball but does not clear it before they shoot and score, then that score is awarded to their opponent. However, since they had possession before scoring for the opponent, the defense would retain possession.

After each score, the ball can be tossed, walked or rolled outside the circle to initiate next offensive attack.

Any injury stops play until injured player is able to be taken from court. Play resumes with team in possession before injury inbounding the ball in a dead ball format.

Scoring

All baskets made inside the circle will count as 2 points and the scoring team will receive possession of the ball.

All baskets made outside the circle will count as 3 points and the scoring team will receive possession of the ball.

Any player fouled in the act of shooting will receive 1 point and will retain possession of the ball. If the shot is made, the shooter will receive points for the basket, plus 1 point, and retains position.

Any player that successfully makes a shot outside the circle on a dead ball inbound (start of game, time out, injury) will only be awarded 2 points and would retain possession of the ball.

Tournaments

All Beach Basketball tournaments must be sanctioned with Beach Basketball U.S.A., Inc. and the World Beach Basketball Association.

All tournaments will be governed by rules of play encompassed in this text.

All tournaments will be officiated by official Beach Basketball officials and will be scored according to game play scoring of Beach Basketball.

Note: The World Beach Basketball Association governs the sport as well as assists in the development of the sport. We encourage you to contact them for tournament information, program organization, tournament sanctioning forms, WBBA individual membership forms, and technical information. Call the WBBA at 1-800-4PLAYIN.

Your membership is strongly encouraged.