

## Tsegball Study Guide



- The game starts with a jump ball.
- Goals are worth 1 point.
- 1 goalie defends the 2 goals for their team.
- Players may advance the ball up the floor by passing it to teammates.
- You may not kick the ball.
- Short passes are best. They are easier to catch, less likely to be intercepted or hit down by the other team, and are more accurate.
- When you have the ball you may not run with it. You only have one step/pivot.
- If a player catches the ball while running they must stop and determine where to pass it to next.
- When in possession of the ball you have 5 seconds to pass or shoot it.
- Passes should be quick. The longer you hold on to the ball, the more time the defensive players have to move closer to defend you and your teammates.
- Defensive players must be an arms length away from the person they are guarding with the ball.
- Defensive players are not allowed to take the ball away from the person who has the ball. This includes hitting the ball out of their hands.
- **Any incomplete pass** between teammates will result in the ball going to the other team. This includes passes that are knocked down. **It doesn't matter who touched the ball last.** Possession will go to the opposing team at the spot where the ball was dropped or knocked down.
- Defensive players are allowed to intercept the ball when it is in the air or knock it down.
- No player is allowed past the goal line - any shot taken past this line will not count.
- After a goal is scored the goalie removes the ball from the hoop and passes it back into play.
- The goalie may not throw the ball past half court.
- If a defensive player steps into their own goal area a penalty shot will be awarded to the offensive team.
- If the goalie bumps into the goal on a shot a penalty shot will be awarded to the offensive team.
- A penalty shot is taken in the middle, between the 2 goals, at either goal, without a goalie.

