

Rules & Regulations

Scoring in SlamBall is achieved by passing the ball into the net at the opponent's end of the court for points, while preventing the opposing team from doing the same at one's own net. The goal is ultimately to have outscored the opposing team when the game ends. A successful score can be worth two points if the ball is thrown through the hoop without the offensive player touching the hoop. Slam dunks are scored three points. In the final two minutes of the game, all shots outside the trampolines and above the baseline are worth three points as well.

Playing regulations

Games are played in two 8-minute halves. Each half commences with a "bounce off" in which the ball is bounced at center court. The ball must reach its apex uninterrupted, at which point the players are allowed to "check" each other. Ten minutes are allowed for a half-time break; only one time-out is permitted to each team, which may only be used during the last two minutes of regulation play. A 15-second shot clock is utilized. Teams change ends for the second half. A tie score at the end of regulation time is settled by a series of "face offs". Full body contact is allowed within certain limitations. A player can be hit or "checked" at any time when he is not in possession of the ball. If the player has received the ball, he cannot be hit until he dribbles the ball; at that point he is known as "live" or "hot" and can be hit. Players cannot be hit or checked in the back; doing so results in a foul.

Positions

Each team has four players on the court at any one time. There are three positions:

Handler: This would be the primary ball handler on the team. It is his job to run the offense and organize the other members while controlling the flow of the game. Typically he would be responsible to set up the gunners to attack the basket while adding in his own offensive threat.

Gunner: The primary scorer on the team. A team's gunner will be the player on the team that will attack the basket and finish plays against the opposing teams' stopper, comparable to a forward or wing player in soccer or hockey.

Stopper: This position is for the primary defensive player. He trails the offense only when necessary, and he protects the rim from attacking players by using himself as a shield.

Fouls

Each player can commit just three personal fouls before he is "fouled out" from the match. A coach or player displaying poor on-court behavior (for example, fighting, arguing vehemently against an official) may be charged with a technical foul. Two technical fouls will result in disqualification. In the case a foul is called, the player who has committed the foul, will then take position on the baseline of the lower trampolines while the player who was offended will take up offensive position at center court. This is called a 'face-off'. Upon a signal from the referee the offensive player will be free to mount an attack at the basket, which the defender now must endeavor to stop. The defender must enter the lower trampoline only after bouncing in from the side trampoline. If the offensive player is successful, then points will be awarded depending on the shot converted and the offensive players' team will retain possession of the ball.