**AMERICAN ANGLEBALL GAME RULES**

**Angleball is a simple sport. The objective is to knock down the oppositing team's targetball, using the angleball; but, if you are tagged while holding the angleball you have to pass within 3 seconds and cannot shoot. Players are never allowed inside the other team's target circle or else it is a turnover.**

**THE FIELD AND CLOCK**

**Each field has out of bounds markings. When a player steps out of bounds while holding the angleball it is a turnover at the point of exit. The angleball can be thrown or run inbounds, and must be done promptly without delay.**

**A 6' radius target-circle surrounds each goal post. The goal posts are set to 10'.**

**An alarm clock is attached to a goal post on each field and when the alarm sounds the game is over. The clock does not stop during game time.**

**Teams do not change sides during the game.**

**STARTING THE GAME**

**Starting possession or field side is determined by rock papers scissors - best of one - counted as "rock paper scissors shoot" with players throwing on "shoot". Winning team decides possession or side.**

**The game starts within possession team's target-circle. The angleball can be thrown or run out of the target-circle; the angleball must be moved out of the target-circle within 5 seconds or it's a turnover at half field.**

**SCORING**

**The objective of angleball is to score more points than the opposing team before the clock runs out. One point is scored by knocking the targetball from off the opposing team's goal post from outside their target-circle using the angleball. It must be a direct hit on the targetball or else the targetball is reset and it is a turnover; if the angleball hits the goal post and targetball simultaneously it counts as a score.**

**The team that was scored on must promply reset the targetball and resume play from inside their target-circle by either throwing or running the angleball outside of the target-circle - the team has 15 seconds to do this.**

**Players are never allowed to step inside the other team's target-circle, even after a jump shot, or else it is a turnover and / or any score made during the play is revoked.**

**MOVING THE ANGLEBALL**

**Players can run and move freely while holding the angleball, but if a player in possession of the angleball is tagged on the arm, shoulder or back, the player must pass the angleball within 3 seconds and cannot shoot. It is the tagger's job to count the seconds out loud as, "One-one-thousand, two-one-thousand, three-one-thousand" - the player with the angleball must have thrown the ball by the end of the count or it is a turnover.**

**Any player making a shot attempt must have done so before being tagged - being tagged mid-shot cancels that shot attempt.**

**The angleball cannot be held in possession within that team's target-circle for more than 5 seconds during a team possession - sorry, no camping out and running the clock down.**

**TURNOVERS**

**In the event of a turnover, play remains continueous but the ball must be dropped straight down and must be picked up by the opposing team within 10 seconds or the ball becomes free.**

**FOULS**

**Matches are not reffed. Similar to Ultimate Frisbee, angleball is a game of goodwill, sportsmanship and community; however, players and teams can still be disqualified from the tournament and even future angleball events for unsportsmanlike conduct as determined by American Angleball staff which can include blatant violations of the fouls below.**

**Angleball is light tagging and light contact only. Holding, pushing, slapping, stripping, charging, dangerous play, tagging anywhere other than on the shoulder, arm or back, foul language, unsportsmanlike trash talk and other unsportsmanlike conduct are not allowed and may result in offending player being sidelined without substitution - that team will play a player short. In serious breaches of conduct, players and teams can be disqualified, and even banned from future American Angleball events.**

**SUBSTITUTIONS**

**​﻿     Substitutions may take place during play as long as they do not interfere with play.**

