



Shooting League Game Play Rules

Game Summary:

Shooting games are played in a Shoot 360 Shooting Cage with automated real-time score being kept on the screens above the baskets. Games are a total of 16 minutes and are divided into 4-minute quarters with 30 seconds between quarters and a two-minute half-time. Players are positioned on the wings and alternate shots in consecutive order moving from wing to wing with every shot. Players can select to shoot from different spots on the floor that have varying point values. They are also able to earn bonus points by hitting a string of consecutive shots and getting “on fire” and within every quarter they have a chance to score one “Moneyball” where point totals are worth double. Detailed shooting statistics are kept on every player with summaries displayed on the screens above the baskets between quarters while complete detailed statistics are provided at the end of the game. Teams are part of a league that runs for 4 weeks with 9 league games during the first 3 weeks culminating with playoffs on week # 4. Shoot 360 computers automatically keep score of the game and shot accuracy is very close to perfect, but like in a real basketball game, there are instances when it might not be exact. All players are subject to the same consistent differences ultimately making the game fair and equitable but most of all fun!

Rotation & Player Order:

Players are put in the official book in the order they select as a team. The team captain is responsible for making sure the players are in the correct order for their respective team. Players will rotate from one wing to the next with every shot. This means, the order in which they were entered in the “official book” is the order in which they will shoot and rotate.

Rebounding:

Teams are responsible to rebound their own balls if they come out of the rebounding net. The passing gun will not throw the next pass until a shot is detected at the rim as a make or miss. Therefore, a team can control the time between passes giving them adequate time to rebound a ball that comes out of the rebounding net. Team hustle and communication play a big role in making sure their shooting pace is as fast and efficient as possible. **IMPORTANT NOTE:** All manually rebounded balls must be put directly into the top of the machine and NOT THROWN OVER THE TOP OF THE REBOUNDING NET as that will result in the computer counting it as an attempted shot and messing up the correct player shooting order.

Time:

Teams will play 4 quarters. Each quarter will be 4 minutes running time. There is a 30 second break between each quarter and a 2-minute half time. The host (home) team is responsible for verifying both teams are ready and then starting the time for each quarter at the touch pad located on the basket pole. Once the horn has sounded marking the end of a quarter there will be a 3 second period allotted for the computer to detect and count any shots still in play.

Individual Scoring:

Players are able to score multiple point values by shooting regulation 2’s, high school 3’s, college 3’s and NBA 3’s. Below is the point values for each range:

- Regulation 2 pointer = 2 pts
- High School 3 pointer = 3 pts
- College 3 pointer = 4 pts
- NBA 3 pointer = 5 pts (Special Note: all team members must hit at least one 2, 3, AND 4 point shot in order to unlock the 5 point shot.)

Individual team members are able to increase their scoring opportunities by hitting 5 shots in a row which will put them **“On Fire”** and their point values will double for each respective range. For example; if an individual player scores five consecutive shots in a row that player is **“On fire”** and a college 3 pointer is now worth 8 points instead of 4 points.

Team Scoring:

Teams are able to increase scoring opportunities by hitting multiple shots in a row and being **“On Fire”**. For each consecutive string of 5 team shots in a row the team point values will increase by a multiple of X1. For example; the first streak of five total shots in a row makes the point values for each shooter worth double making a college 4 pointer worth 8 points. If they continue that streak and hit another 5 shots in a row (giving them a total of 10 shots in a row) they have now earned a multiple of X2 and that college 4 pointer is now worth 12 points. The multiples will continue to increase by multiples of X1 in those 5 shot increments as-long-as their team continues to hit shots consecutively with no misses. As soon as a team misses they will then revert to normal scoring until they are able to hit another 5 shots in a row.

Combined Scoring:

If both an individual and a team are **“On Fire”** at the same time then the individual’s point totals are calculated at double their **“On Fire”** value times whatever their team **“On Fire”** multiple is. For example; if the **“On Fire”** team multiple is X3 then if a player scored a college 4 pointer the point total would be 24 points. Calculated at 8 points for the individual shot total and X3 bonus for the team being **“On Fire”**.

Moneyballs:

In each quarter, the computer will randomly create a Moneyball Round where each player will have the opportunity to hit one shot that is worth double whatever their individual and team points are worth at the time. For example; a college 4 pointer would be worth 8 points. However, if a player is individually on fire and they score the Moneyball shot that shot would be worth 16 points. In addition, if both the individual and the team are **“On Fire”** and the team is at a multiple X3 the Moneyball shot would be worth 48 points. Calculated at 8 points for the individual shot total, X3 bonus for the team being **“On Fire”**, and X2 for the Moneyball shot being scored.

Timeouts:

Each team will be allotted 1 timeout per game.