

WIRSA State Basketball Tournament

2-Ball Rules

Two-Ball is a competition between two-player teams, one team will play at a time. Each team has one minute to score as many baskets as possible and teammates must alternate shots. Each team must shoot from all five of the following locations or be penalized 10 points off their final score:

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| 1. Layup | 2 points |
| 2. Free Throw | 4 points |
| 3. Left Wing | 6 points |
| 4. Right Wing | 6 points |
| 5. Three Pointer | 8 points |

If a team scores from all five positions a total of 10 points will be added on to that teams final score. Teams will be penalized for moving violations such as traveling, double dribble etc. that team will be deducted one point per violation. The two teams with the highest score at the end of the day will advance to the finals.

Game Rules:

1. One team will play at a time
2. Teams will use a men's ball unless team consists of two women then a women's ball may be used
3. One player will begin with the ball at half court, while the other may begin at any point within the half court playing area.
4. Play will begin when the court supervisor blows the whistle to begin the clock, the player at half court must pass the ball into the player in the front court who will then dribble or move to which ever spot they want.
5. Each team will have 1 minute to score as many points as possible.

Shooting Rules:

1. Each team may shoot a maximum of two layups
2. When shooting a player must start with at least one foot in the shooting area
3. Jump shots are allowed as long as one foot starts behind the designated cone.

Penalties and Competition Restrictions:

1. Players must pass or dribble between shooting spots, one point will be deducted for each basketball moving violation.
2. No player may take consecutive shots, shots must alternate between teammates. All invalid shots will not be counted toward final score.
3. Teams must shoot from each shooting area; there is a 10 point penalty for not shooting from each spot.
4. Time will only stop if the ball becomes logged in-between the back board and the rim, or gets stuck in any other place near the playing area. In the event of a stuck ball time will be stopped and play will continue with the last player to touch the ball standing at the spot at which he/she shot it, and their teammate inbound the ball under the basket.