TEAM KEEP AWAY - RULES SHEET
HPMS

Object of the game: To have more consecutive passes among your teammates than the opposing team within the time frame of the game.

Boundaries: The game should be played within a specific area such as a half or full basketball court.

Start of the game: The game can be started with a jump ball as in basketball or on a verbal signal from the teacher as the ball lies on the ground in bounds.

Playing defense: Teams should have an equal number of players. Teams should play man-to-man defense. Should a team have one fewer player than the opposition, the team down a player needs to hustle a little more than their opponent. The defense may not guard the player with the ball. This defender should drop back into zone or quickly double team a player from the opposition.

Playing the game:

A player picks up the ball. He may not move with the ball. He can pivot.

The player with the ball has up to three seconds to pass the ball to any teammate except the one that threw him the ball. No “pass backs.”

Teammates not in possession of the ball dodge around to avoid their defender and get open for a pass from the ball carrier.

Upon the ball being caught by a teammate, all members on the team with possession of the ball must call “one” Each successful pass on this turn will follow in sequential order etc. “TWO” “THREE” if not, it is turn over.

A pass made by the offense must be caught by the offense or the play results in a turnover.

When the ball is dropped, intercepted or thrown out of bounds it results in a turnover. The two teams must quickly change from offence to defense.

The new team with the right to the ball picks up the ball and starts counting at “one!”

The team on offense always starts counting at one but gets credit for the highest number of catches made within the game. For example Team A gets 4 catches then drops the ball and team B gets 3 catches and throws the ball out of bounds. Team A gets the ball back and gets 3 catches. Team B gets the ball and gets three catches as time expires. So team A wins with 4 catches to 3.

Teams of four to five are ideal.