



BUDGETBALL: PASS THE BALL - NOT THE BUCK

WHAT IS BUDGETBALL?

Budgetball is an innovative sport that combines fiscal strategy and physical play. The game involves competitive play that highlights the relationships between debt, savings, interest, and taxes. Budgetball gives players a compressed, real-time, physical experience in managing assets that applies to balance sheets of any size - from personal finance to the Federal budget.

The game is played between two teams of 6 to 10 people on an area roughly the size of a basketball court. In order to win, players must use compromise and persuasion to achieve consensus about debt and savings. During a game, teams score points by passing the ball to a player in the end zone, while strategically managing their Budgetbucks.

Budgetbucks may be borrowed, earned or spent by taking advantages such as an extra offensive player or by taking team sacrifices like wearing oven mitts during play. To win, a team must creatively and responsibly use debt and savings to gain sufficient advantage over their opponents and score more points.

WHY BUDGETBALL?

As a result of changing demographics and rapidly increasing healthcare costs, America faces massive and mounting debt driven largely by unfunded promises for Medicare and Social Security. Simply stated, there is no greater threat to our nation's long-term economic well being than the growing gap between spending and revenue. Budgetball was created to raise awareness of this critical issue.

“For our generation, it’s going to be hard...the whole burden is on us”

- Calvin Williams, Student
Philander Smith College



“We used a savings strategy, which was also a good fiscal strategy”

- Caryn Burgh, Student
University of Miami



BUDGETBALL: THE BASICS

Sportsmanship and fair play are the most important aspects of the game. While competitive play is encouraged, it must never be at the expense of respect among players.

The Field: Budgetball can be played indoors on a basketball court; or outside on a field 120' x 65'.

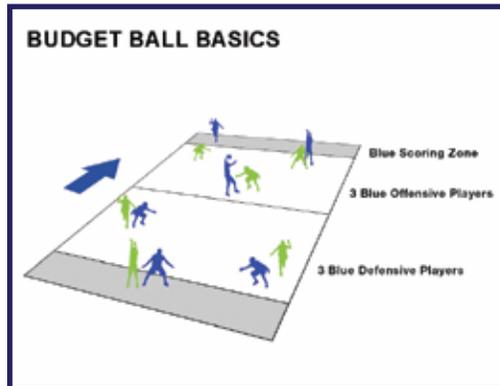
Equipment: Budgetball is played with standard size volleyball. Other equipment includes oven mitts, silly hats, and other things needed to take sacrifices (see complete set of rules for more).

Initiate Play: The game starts with "Rock, Paper, Scissors" to determine which team has possession of the ball and which team selects first in the opening Budget Session.

Scoring: Each time an offensive player catches the ball with two feet in the endzone, the team scores one point.

Movement of the Ball: Teams pass the ball down the court/field through a series of short passes. Players are not permitted to run with the ball. Players must pass the ball within 10 seconds of gaining possession. Players must stay an arm's length away from opponents at all times.

Change of Possession: Turnover of the ball happens when a pass is not completed (i.e., drop, block, interception, out of bounds). Player's may not strip the ball



from an opponent once possession has been established. The opposite team takes immediate possession of the ball at the location of a turnover.

Substitution: Players not in the game may substitute in at any time following a turnover or a score, without stopping the clock.

Budget Sessions: Three-minute Budget Sessions take place before the start of each period in which teams alternate selecting a combination of three Power Ups and/or Sacrifices for the next period of play. Teams spend Budgetbucks by taking Power Ups or earn Budgetbucks by taking Sacrifices Once a team has selected a Sacrifice or Power Up it is removed from play and the other team may not select it.

Budgetbucks: Teams accrue 10% interest on their Budgetbuck balance at the start of every budget session. Budgetbucks balances carry over from period to period, and from game to game in a tournament. In the last period of the final game, Budgetbucks are converted to points. For every 5 Budgetbucks of debt, a team's score is decreased one point; for every 5 Budgetbucks of surplus, a team's score is increased point.



HOW MUCH TIME DO I NEED TO PLAY BUDGETBALL?

A game typically lasts approximately 40 minutes. This includes three 8-minute periods with a 3-minute Budget Session at the beginning of each period.

IS IT BETTER TO HAVE BUDGETBUCKS OR POINTS?

The game revolves around a team's saving or spending strategy. Ultimately, teams have to have more points to win the game. However, Budgetbucks convert to points at the end of a single game or in the final period of the final game of a tournament.

WHAT ARE POWER UPS AND SACRIFICES?

Power Ups give teams potential advantages for scoring points and cost teams Budgetbucks. An example of a Power Up includes adding a defensive player. Sacrifices earn teams Budgetbucks and potentially limit a team's ability to score. Balancing Act, which requires team members to balance on one leg when they have possession of the ball, is one example of a Sacrifice.

WHAT HAPPENS IF WE DON'T ADHERE TO A SACRIFICE?

If a team member does not adhere to a Sacrifice, the other team takes possession of the ball, unless otherwise specified.

Budgetball was developed by the National Academy of Public Administration in partnership with PETLab at Parsons The New School for Design and professional game designers at Area/Code Entertainment, under a grant from the Peter G. Peterson Foundation.



For more information visit: WWW.BUDGETBALL.ORG

