



# **RULES**

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## ***Introduction***

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 a 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 such as 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.

## ***The First Rule of Budgetball: Sportsmanship***

Budgetball is intended to be a fun and inclusive game infused at all times with a spirit of sportsmanship and friendly competition. Competitive play is encouraged, but never at the cost of respect, courtesy and sportsmanship among all players.

## ***Playing Inside:***

- Budgetball is designed to be played on a standard basketball court.
- The court is divided into two equal halves, marked by the midcourt line.
- At either end of the court is an end zone, which is 6 feet deep and stretches all the way across the end of the court.

*Note:* On basketball courts with room on both ends behind the hoops [technically off the court], that area can be marked off to form the end zones. On other courts, it works best to mark off an area inside the court to serve as the end zone.

- Anywhere outside of the court or behind the end zones is out-of-bounds.

### ***Playing Outside:***

- Outside, Budgetball can be played on a field that is 120' long x 65' wide.
- The field is divided into two equal halves, marked by the midcourt line.
- At either end of the field is an end zone, which is 10 feet deep and stretches all the way across the field.
- Anywhere outside of the field or behind the end zones is out of bounds.

### ***Gameplay:***

- Budgetball is a non-contact sport. Players are expected to self-monitor sportsmanship and fair play.
- The game starts with a single game of Rock/Paper/Scissors between the captains.
  - The team that wins the rock/paper/scissors at the beginning of the game will choose to start with the ball or have first pick for Power-Ups and Sacrifices during the first Budget Session. The first selection of Power-Ups and Sacrifices alternates in subsequent sessions
  - Possession of the ball at the beginning of subsequent periods of play goes to the team that had possession at the end of the previous period.
- During game play, each team has 3 players on each half of the court (for a total of 6 players). Players are designated as offense or defense, and must remain on their designated half of the court during normal play.
- Players **cannot** run or walk with the ball and must pass it within 10 seconds.
- A player possessing the ball may throw the ball in any fashion, so long as it is not dangerous or reckless. The ball cannot be handed to another player; it must travel at least one foot in the air. Punching or slapping the ball as part of a pass is allowed. Kicking or kneeling the ball is **not** allowed.
- If the ball drops to the ground at any point during play, the other team gains possession at the location where the ball hits the ground.
- A team scores one point (or goal) by catching the ball in the end zone. Both of the receiver's feet must be in the end zone to score.
- Following each goal scored, the other team gains possession of the ball for a throw-in from their opponent's end zone.

### ***Periods, Time Limits, and Substitutions:***

- The game consists of three 8-minute periods of play.
- A 3-minute Budget Session will be held at the beginning of each game, and between each period. Teams have 30 seconds for each of their three selections of Power Ups or Sacrifices.
- Each team has one time-out per period, which can be called by any player in possession of the ball during live play by calling out “time-out” or by any player during a dead ball period. A time-out stops the clock and lasts 1 minute.
- When the period time ends at the completion of each period, the final whistle is blown as soon as a player possesses the ball or there is a turn-over. Thus, if a ball is in the air at the buzzer, it is possible to score a goal after the time has expired.
- Unlimited substitutions can be made during the game at the point of any turnover. All substitutions are made at mid-court. Substitutions must ensure that the ratio of men and women, as well as offense and defense, on the court or field is maintained.

### ***Turnovers and Violations:***

- Any incomplete pass results in a turnover (excepting fouls or other violations.)
  - If the ball travels out of bounds, possession of the ball turns over at the spot where the ball was last in bounds.
  - If a player possessing the ball touches either the ground or a wall out of bounds, it is a turnover.  
*NOTE: On basketball courts with unmovable hoops or backboards, those objects are considered to be in-bounds wherever they extend within the field of play. If a live ball touches an in-bound object, the ball remains live.*
- If a player runs with the ball, or moves, slides or lifts his/her pivot foot when in possession of the ball, a turnover results.
- If a player does not pass the ball within 10 seconds of catching it, a turnover results.
- If a player fails to abide by the restrictions imposed by an active Sacrifice, a turnover results.

- The following violations may be called by the referee, and result in a turnover. A player with three such violations in a single game must leave the game.
  - Rough play (i.e., bumping into other players with unnecessary force) or committing other aggressive and/or dangerous actions
  - Unsportsmanlike conduct, including but not limited to taunting, teasing, yelling, cursing or mocking

***Power-Ups and Sacrifices:***

- **Power-ups** are designed to improve a team's performance on the court. Taking a Power-Up **costs** Budgetbucks. Teams can go into debt to take Power-ups.
- **Sacrifices** are designed to hinder a team's performance on the court. Taking a Sacrifice **earns** Budgetbucks. Debt can be paid for with the Budgetbucks earned by taking Sacrifices; alternatively, teams can take Sacrifices to build a Budgetbucks surplus.
- Each Power-up and Sacrifice has a pre-determined value, measured in the game's currency: Budgetbucks.
- Each Power-up and Sacrifice is assigned a specific Budgetbucks value.
- A list of Power Ups and Sacrifices will be made available to teams in each Budget Session. (See list of Power-Ups and Sacrifices at the end of the Rules and on the Menu.)
  - A full list of Power-ups and Sacrifices can be found in Appendix A.
  - Examples of Power-ups are:*
    - Having an extra offensive player on the field
    - Having the ability to score 2 points (instead of one) for every goal scored
    - Having the chance to throw in the ball from the "midline" (as opposed to the end zone) after the other team scores a goal.
  - Examples of Sacrifices are:*
    - Having fewer players on the field
    - Wearing restrictive gear
    - Imposing a strict time-limit on ball possession for your team only

### ***Budget Sessions:***

- During the Budget Session, each team must select a combination of three Power-Ups and/or Sacrifices.
- Teams will alternate selection of Power-ups/Sacrifices and will be given 30 seconds to make each selection.
- Once a team selects a particular Power-up or Sacrifice, it is no longer available to the other team for that period of play.
- Budget Sessions should be recorded using either the Budget Sheet or the Quick Budget Sheets
- Power-ups and Sacrifices selected during the Budget Session will remain in effect throughout the subsequent period of play, until the next Budget Session.

### ***Budgetbucks:***

- Budgetbucks can be tracked on either the Budget Sheet; or the Quick Budget Sheet.
- Teams start the beginning of a single game or a tournament with zero Budgetbucks.
- Over the course of a game or a tournament, a team's Budgetbucks balance will change; it may be positive (a surplus) or negative (in debt).
- A team's Budgetbucks balance carries over from one period to the next, or in the case of a tournament, into the next game.
- A 10% interest charge is applied to a team's Budgetbucks balance at the start of each Budget Session. So if a team starts a Budget Session with a surplus, their savings will increase; conversely, if a team starts a Budget Session with a debt, their debt will increase.
  - NOTE: In a tournament, Budgetbucks carry over to the next game, and 10% interest is applied at the start of the first Budget Session.

*Example: If a team is in debt by 20 Budgetbucks at the end of the first period, they will accrue 10% interest, and have a new a balance of 22 Budgetbucks of debt.*

- After interest is calculated, a team must also attempt to pay off at least half of their debt (if they have any) at the start of each Budget Session by taking *Sacrifices* before they do anything else. Once a team makes this payment, they can spend Budgetbucks on Power-ups.

*Example: Following the calculation of interest, a team that is 22 Budgetbucks in debt will first have to take Sacrifices totaling at least 11 Budgetbucks, leaving them with a balance of 11 Budgetbucks of debt. If the team has used fewer than 3 Sacrifices to may the required payment, it can then take either Sacrifices or Power-ups for its remaining picks in the Budget Session.*

- Budgetbucks are converted to points at the end of the single game, or, if playing a tournament, in the last game of the tournament. (See *Scoring and Winning*.)

### ***Scoring and Winning in a single game:***

- Teams score points by catching the ball in their end zone.
- Teams also have a Budgetbucks balance throughout the game, which reflects their total amount of debt (accumulated by taking Power-ups) or surplus (accumulated by taking Sacrifices).
- Immediately following the last period of play a team will gain one additional point for every 5 Budgetbucks of surplus or lose one point for every 5 Budgetbucks of debt. The points earned or lost through Budgetbucks are added to or subtracted from the points scored by the team during play on the court.
- The team with the most points at the end of a single game, after Budgetbucks are converted, wins.

### ***Scoring and Winning in a Tournament:***

**Note:** *The Difference between Scoring and Winning in a Tournament vs. a Single Game is that in a Tournament -- Budgetbucks Do Not Convert Until after the Final Period of the Championship Game.*

- Teams score points by catching the ball in their end zone.
- Teams win individual games based on points scored and advance to the next round with the ultimate goal of reaching the championship game.
  - NOTE: Teams may win an individual game in the tournament with either debt or savings.
- Teams maintain a Budgetbucks balance throughout tournament, which reflects their cumulative debt or surplus.

- In a tournament environment, the team's Budgetbucks balance carries from one game to another through to the end of the tournament. This balance is maintained until after the final period of the championship game when Budgetbucks convert to points.
- Immediately following the last period of play of the championship game a team will gain one additional point for every 5 Budgetbucks of surplus or lose one point for every 5 Budgetbucks of debt. The points earned or lost through Budgetbucks are added to or subtracted from the points scored by the team during play on the court.
- The team with the most points at the end of the championship game, after Budgetbucks convert, wins.

### ***Game Equipment:***

#### **Gameplay Equipment:**

- 2 Budget Sheets
- 2 Power-Up and Sacrifice Menus
- 10 Cones
- 1 volleyball

#### **Power Up and Sacrifice Equipment:**

- 1 Plastic Easter Egg
- 3 Silly Hats
- 3 Masquerade Masks
- 1 Pair of Oven Mitts
- 1 Inflatable Pool Toy Donut
- 6 Bandanas to be worn by floaters

## ***Roles in the Game;***

### *Teams*

- The game is played with two teams of at least six players each.
- In co-ed play, the teams should be established so each team has at least 2 women on the court or field at all times.
- At the start of the game, each team should have an equal three offensive and three defensive players on the court or field (unless otherwise determined by a Sacrifice or Power-up).
- A game may start with as few as 4 players on each team.

### *Players*

- Each team member should wear matching colored shirts or 'pinnies'
- For inside play, players must wear footwear required by the facility (e.g., white bottom gym shoes).
- For outside play rubber or molded cleats are allowed. No metal cleats or screws are permitted.

### *Team Captain*

- Update team members on location and time of scheduled games
- Ensure that all team members have signed a "waiver", if required, before the start of a sponsored game or tournament
- Ensure that all team members are dressed appropriately for game play (shoes, shirts, removing jewelry, etc.)
- Participate in Rock/Paper/Scissors to determine first ball possession.
- Serve as spokesperson for the team during the Budget Sessions

### *Team Budget Advisor - OPTIONAL*

- Serve as the "keeper" of the team's Budgetbucks throughout the game, if the Budgetbucks balances are being tracked with play money.
- Keep the team updated on the status of their Budgetbucks balance

***Note: For tournament or "official" play, the following roles are required:.***

### *Referee/Timekeeper*

- Review the rules with all players at the beginning of the game
- Facilitate the Budget Sessions
- Facilitate Rock, Paper, Scissors with Team Captains
- Facilitate and maintain fair and safe play throughout the game by calling violations
- Ensure that teams adhere to their selected Power-Ups and Sacrifices
- Call turnovers
- Call goals scored by each team and report them to the scorekeeper
- Track and announce time remaining in each period (1 minute and end)
- Track and announce time available for each team in each round of the Budget Session (teams have 30 seconds to select each Power-up/Sacrifice)
- Track and announce end of time outs



*Budgetbucks Banker/Scorekeeper*

- For Sponsored games or tournaments collect and verify that each player has submitted a signed waiver prior to the beginning of the game
- Track and record the teams' Budgetbucks Balance
- Calculate the team's interest on their Budgetbucks balance at the beginning of each Budget Session
- Ensure that teams pay off at least half of their Budgetbucks debt in Sacrifices before taking additional Power Ups
- Communicate the team's budgetbucks balance to the team's Budget advisor, or to the team captain, at appropriate points in the game or tournament
- Track goals scored

## POWERUPS

Name	Description	Budgetbucks Value
Small Investment	Earn 2 Budgetbucks at the start of the next Budgeting Session, after interest is applied.	- 1
Fast Forward	Shorten next period by 1 minute.	- 1
Wait and See	You can choose all 3 of your Power-ups/Sacrifices first; or have the other team select theirs first	- 2
Long Bomber	Score from the backcourt	-3
Big Investment	Earn 5 Budgetbucks at the start of the next Budgeting Session, after interest is applied.	- 3
Midliner	Add a player who can only play along the mid-court line	- 4
O Floater	One offensive player is a floater, who may go anywhere on the court.	- 6
Toe the Line	Score with possession of the ball and any part of your foot in the end zone.	- 6
D Floater	One defensive player is a floater, who may go anywhere on the court.	- 7
Midcourt Inbound	After your opponent scores, your team must inbound ball from midcourt.	- 7
Extra D	Add a defensive player.	- 8
Extra O	Add an offensive player.	- 9
Bonus Scorer	One offensive player scores 2 points when catching a goal	- 10

## SACRIFICES

Name	Description	Budgetbucks Value
Stuck Back	One defensive player cannot leave the end zone.	+ 2
The Gloves	One player must wear a set of oven mitts on their hands.	+ 2
The Bandit	Defensive Players wears masks	+3
The Lifesaver	One player wears a Life Preserver	+3
Short Count	Turn over the ball after a possession count of 5, instead of 10.	+ 3
Headgear	3 defensive players must wear funny hats on their heads.	+ 3
In the Corner	After your opponent scores, your inbounding player throws from the back corner of the end zone.	+ 3
Hold the Egg	One player must hold an "egg". If The egg touches the ground, the player must sit out the remainder of the period.	+ 3
Jumping Beans	A player must jump up and down on 2 feet when he/she has the ball.	+ 4
Locked to the Line	All your players must be touching the midcourt line whenever opponent inbounds.	+ 4
Limited O	Opponents choose 2 of your players who cannot play offense.	+ 4
Have a Seat	After your opponent scores, your inbounding player must be seated.	+ 5
Less D	Lose a defensive player.	+ 7
Less O	Lose an offensive player.	+ 8
Balancing Act	A player can have only one foot on the ground when he/she has the ball.	+10