



WELLBALL

Competition Rules & Information



1. Tournament Overview

- **48 Teams Compete:**
 - Head-to-head matches with cumulative match points tracked for teams and individuals.
 - **Advancement:**
 - Tournament narrows down to the final 3 teams.
 - Among the final 3, the highest scoring team earns a bye into the championship.
 - The remaining two teams face off; the winner joins the top-scoring team in the final.
 - The final teams face off in the championship round – declaring the winner of the division.
-



2. Match Formats

A. Team Division (3–4 Players)

- **Rounds & Bonus:**
 - 14 one-minute rounds plus a 2-minute bonus round.
 - Overall match lasts about 20 minutes.
- **Play:**
 - Teams shoot, pass, and return to the spot with only one ball in play at a time.
- **Roster Adjustments & Penalties:**
 - Teams start with 3–4 players.
 - If a player is ejected (see Fouls & Penalties) or injured, play continues if at least 2 players remain.
 - If reduced to 1 player, the team forfeits the match.
- **Special Shot Limits:**
 - Each round, one moneyball and one gamechanger shot may be taken per team.
 - Subsequent moneyball shots in the same round score only 1 round point.

B. Individual Division (1v1)

- **Rounds & Bonus:**
 - 14 rounds of 30 seconds each plus a 1-minute bonus round.
 - Typical match lasts about 20 minutes.
 - **Play & Movement:**
 - Competitors must bring their own passer.
 - The first shot in every round is the moneyball (worth 2 points for both players). After both have shot their moneyball, subsequent moneyball passes are worth only 1 point.
 - **Post-Shot Movement:** After each shot, competitors must take a step backward—removing both feet from the spot—and then return to retrieve their pass. Failure to do so results in a “No basket” call.
 - **Passer Requirements & Offenses:**
 - **Each individual competitor must bring their own passer to compete.**
 - Passers always start by delivering the moneyball.
 - Any intentional interference (e.g., slapping, hoarding, hitting) results in:
 - First offense: Verbal warning.
 - Second offense: -5 match points deduction.
 - Third offense: Disqualification.
 - This is a skills-based game between the shooters – passers may only impact the game with solid, timely passes.
 - **Timeouts:**
 - No timeouts during play; a one-minute break is provided at halftime.
-

3. Court Layout

- **Division:**
 - The court is split into two halves.
 - **Designated Spots (Each Half):**
 - **Baseline, Wing, Elbow, & Top Spot**
 - Each area features two positions: **Mid-range** and **Long-range**
 - **Switching Sides:**
 - **Team Division:** Complete 7 spots on one half, then switch sides for the remaining 7 and the bonus round.
 - **Individual Division:** Complete 7 spots on one half, then switch sides for the remaining 7 and the bonus round.
-



4. Scoring Rules

- **Rounds 1–14:**
 - During each round, the objective is to reach a higher round score than the opponent, scoring 1 round point for each basket with a standard ball.
 - Scoring with a moneyball rewards 2 round points, while scoring a gamechanger garners 4 round points.
 - At the end of each round, the team or individual with the higher round score earns **1 match point**.
 - **Round 15 = The Bonus Round:**
 - Every basket made counts toward the overall match score:
 - **Standard Basket:** 1 match point
 - **Moneyball:** 2 match points (subsequent moneyball shots count as standard baskets)
 - **Gamechanger:** 4 match points
 - Specialty shot rules are the same as standard rounds, with only one attempt available per team.
 - **Match Outcome:**
 - The higher cumulative match score wins; the losing team/competitor is eliminated.
-



5. Round Rules & Sequence

- **Round Start:**
 - **Team Division:** Begins with a pass from one player to the first shooter.
 - **Individual Division:** Begins after the competitor receives the initial pass.
- **During the Round:**
 - After a shot, the shooter retrieves a ball from The Well and passes it (team) or readies for the next attempt (individual).
 - **One-Ball Rule:** Only one ball may be in play; valid baskets require proper pass sequence.
- **Loose Ball Usage:**
 - A ball that bounces onto your side may be used for the next pass.
 - **Out of Bounds / Dead Ball:** If a ball goes out of bounds (outside the court) or is picked up by the referee, it is dead - no points may be scored with it.
- **Transition Between Rounds:**

- The referee confirms scores, awards one match point, explains the next round, and directs players to the next designated spot in this order:
 - **First 4 Spots:** Mid-range positions at Top, Elbow, Wing, and Baseline.
 - **Next 3 Spots:** Long-range positions in reverse order, stopping at the long-range elbow spot.
-

6. Shot Requirements

- **One-foot rule:**
 - Shots must be taken from the designated spot with at least one foot completely on the ShotSpot.
 - **Valid Baskets:**
 - Direct shots or those bouncing off the backboard.
 - **Invalid:** Shots that hit the inside of The Well's rebounding net before entering the basket.
 - **Special Shots:**
 - Moneyball and gamechanger shots are available once per team/competitor per round at full value; any additional moneyball attempts revert to standard (1 point).
-

7. Fouls, Penalties & Conduct

A. General Non-Contact Rule (Both Divisions)

- **No Intentional Contact:**
 - Contact with an opponent or their ball before/during their shot is prohibited.
- **Penalties for Contact:**
 - **First Offense:** 5-point deduction to match score.
 - **Second Offense:** 10-point deduction to match score.
 - **Third Offense:**
 - **Team Division:** The offending player is ejected from the current match and subsequent matches if their team wins.
 - **Individual Division:** Immediate disqualification.

B. Shot Blocking

- **Valid Block:**
 - Interference with an opponent's shot within 3 feet of the rim (above The Well's rebounding net) on a natural shot trajectory.
- **Illegal Block:**
 - Intentionally throwing a ball upward to disrupt a shot before it reaches The Well incurs the same penalties as contact.

C. Competitive Distractions & Behavior

- **Allowed:**
 - Pump fakes, clapping, taunting, and trash talking are encouraged.
- **Restrictions:**
 - Pump fakes must be part of your own play and not directed at the opposing shooter's line; crossing onto the opponent's side during a pump fake incurs the same penalties as contact.
- **Hateful/Abusive Behavior:**
 - Zero tolerance. Offenders may be warned, removed from play, or disqualified from the competition.

D. Contact with The Well

- **Caution:**
 - Players must avoid banging into The Well when running to retrieve a ball.
 - **Penalty:** Major contact with The Well may result in a warning and, if necessary, 1-point deductions to the match point subsequently.

Referee Calls are Final

- Referees have final say when it comes to calls on makes, misses, fouls, stoppage of play, and may defer to scorekeepers and court managers for additional information in disputes.
 - Please do not harass the referees - doing so will result in a warning, followed by the same penalties as contact.
-



8. Equipment

- **Basketball:**
 - Official 29.5-inch (Size 7) basketball for all divisions.
-

Step Up, Compete, and Dominate the Court!

For additional questions or registration details, please contact event officials.

May the best team or solo competitor win!