



Horse League House Rules:

1. The regular season lasts five (5) weeks followed by one (1) week of playoffs/championship.
2. Each week, each player will play for one (1) hour and play three (3) total games in that hour either on a Tuesday or Wednesday beginning April 21, 2009 for the Spring Season.
3. The season will include a total fifteen (15) league games per player.
4. Each game has an eighteen (18) minute time limit.
5. Order of play is determined randomly prior to each game.
6. No dunking or aerodynamic shots allowed, such as reverse lay-ins , 360° lay-ins or high flying moves. You can only require players to duplicate you shot from a specific spot or technique such as underhand, opposite hand, bounce the ball off the ground, etc.
7. You can call your shot (No Rim, Glass, Glass-No Rim, Just Make It), or simply shoot.
8. No “eye’s shut” shots as these are difficult to judge.
9. No fade-away or turn-around jumpers. You can perform these moves, but the other players have the option as to whether they want to replicate your move or simply shoot a set shot from the spot you shot from.
10. All shots must be released from your hand or hands. No kicking, heading, elbowing, etc. the ball in.
11. Scoring rules:
 - a. Game begins by player 1 taking a shot.
 - b. If the shot is missed, player 2 attempts a shot and so on until a player makes an initial shot.
 - c. Once a shot is made, ALL players must attempt to make the same shot.
 - d. All players who miss the shot receive a letter.
 - e. If a player makes the shot they do not receive a letter.
 - f. If any players miss the initially made shot, the original shooter shoots again once all players have attempted the initial shot.
 - g. If all players make the shot, the original shooter receives a letter and next player in order dictates the next shot.
 - h. Letters are scored in the following order – H.O.R.S.E.

- i. When a player is down to their final letter, “E,” they get two attempts to make the shot before being eliminated. Players control their own fate. The “prove it” rule does not apply. Players must shoot and make shots to stay in the game.
 - j. When a player is down to their final letter, “E,” and misses their first but makes the second and all other players make the shot; the original shooter does not score a letter.
 - k. Once the game is down to the final two players, the scoring rule changes. Letters are only scored when one player makes a shot and the other player misses.
 - l. Players must be present at the beginning of the game. If you are late, you are recorded as a “no show” and receive zero points. Please note that you play three (3) games in your hour time slot, so if you are late you can still make it for game 2 or 3 so better late than not coming at all.
12. This is a family friendly event. No foul language or behavior. No inappropriate images or words on any clothing attire allowed. Should you wear these garments into the school gym, you will be automatically disqualified from your game and required to change your attire in order to resume participation.
13. Court Referee holds the right and discretion to warn players for inappropriate language and/or behavior. 1st offense is a verbal warning, 2nd offense is a written/documented warning that the player must sign and if a 3rd offense occurs the player will be expelled from the league altogether without full or partial refund.
14. Athletic shoes that will not streak the gymnasium floor must be worn. If you do not have the appropriate shoes, you will not be allowed to play.
15. There is a five (5) minute warm-up time prior to the game. So if your scheduled game time is 6:05pm you should show up at 6pm or earlier to warm-up.
16. Basketballs will be provided and used for all games.
17. Standings will be updated and posted every Saturday.

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18. Standings by points:

- a. Each game you play, you accrue points by where you place in the results of the game
- b. 1st place = 5 points, 2nd place = 4 points, 3rd place = 3 points, 4th place = 2 points, 5th place = 1 point and “No Show” = 0 points.
- c. If you do not show up to your scheduled games you will be deemed a “No Show” and earn zero (0) points.
- d. Standings are on an accrual basis over the course of the season, here is an example:

Points/Game	# Games finished by place						Total Games	Total Points
	5 pts	4 pts	3 pts	2 pts	1 pt	0 pts		
Finishes	1st Place	2nd Place	3rd Place	4th Place	5th Place	No Show		
Player 1	6	4	3	2	0	0	15	59
Player 2	5	4	3	2	1	0	15	55
Player 3	4	4	5	1	0	1	15	53
Player 4	4	2	6	1	2	0	15	50
Player 5	5	3	2	2	2	1	15	49
Player 6	2	6	3	2	2	0	15	49
Player 7	1	5	5	2	2	0	15	46
Player 8	3	4	2	2	1	3	15	42
Player 9	2	4	2	2	2	3	15	38
Player 10	0	2	4	4	2	3	15	30
Totals	32	38	35	20	14	11	150	

- e. Tie breakers are determined by number of 1st place finishes, if tie still exists then 2nd place finishes and so on.

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19. Playoffs

- a. Top 32 players make the playoffs and are awarded playoff T-shirts.
- b. 1st round is 8 total games, 4 players per game with 1st place winners advancing to 2nd round.
- c. 2nd round is 2 total games, 4 players per game with 1st place winners advancing to the final championship 3-game series.
- d. Championship is a best of 3 series. 3 total games, in 1-on-1 format best 2 out of 3 series. Winner is crowned champion and wins the season prize.

20. Questions, comments or concerns will be addressed to the League President, Jesse Martin, accepted expressly in written format via email or postal mail:

jmartin@leaguemadness.com

League Madness, LLC

Attn: Jesse Martin

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