W8730 Hanging Hoops Target™
Activity Guide

Backboard

Rim

Hanging Hoops – Frame & Target

No Shoot Zone

Set-up Diagram
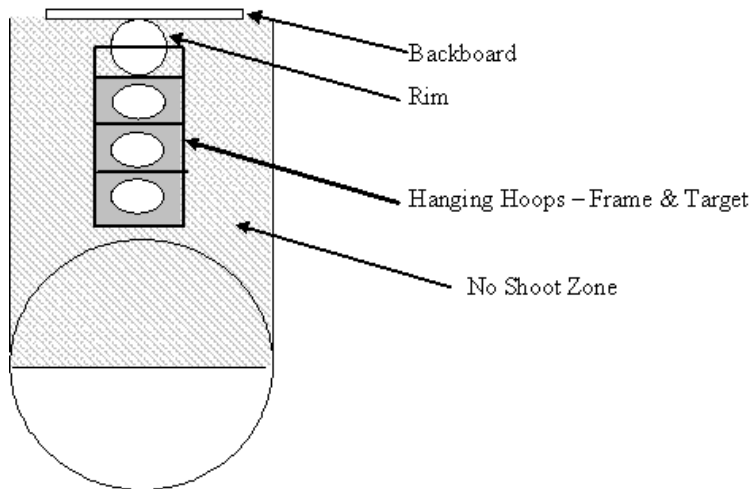
Hanging Hoops Basketball

Equipment Required:
1. Hanging Hoops Target™ (2 for full court game, 1 for a half court game)
2. Basketball – We recommend our Lite-80 W8327002 Intermediate size basketball

Play: This game follows the standard rules for basketball with a few minor exceptions. Players must shoot from outside the No Shoot Zone. No players can enter this zone until after a shot is attempted and does so in an attempt to "rebound" the missed shot. A team gets 1, 2, or 3 points each time they shoot the ball through the similarly designated target.

Suggested Variations: Instead of shooting the ball, players must bounce the ball through the target in order to score. For a half court version (both shoot and bounce versions), it is recommended that regardless of which team rebounds the ball that the team must "clear the ball" by taking it outside the 3 point circle before another shot is attempted.

Hanging Hoops Ball Toss

Equipment Required:
1. Hanging Hoops Target
2. Balls – As many of the same type of balls as there will be teams. We recommend any of our GatorSkin® foam balls or Lite-80 Footballs W8329002 Intermediate Size.
3. Hoops (W5040) or Agility Rings (W8448) – These are optional.

Set-Up: Position a series of hoops or rings in various locations in front of the Hanging Hoop Target. These will be used to mark locations from which players will attempt to toss their balls through the target.

Play:
1. Divide your group into 2 or more teams with an equal number of players.
2. The instructor or a team member selects a location (marked by the ring or hoop) from which to shoot at the target. A member from each team tosses a ball at the target and earns points that correspond to the hole that the ball passes through. If the ball does not pass through the target, no points are awarded. Rotate through all players on each team a set number of times and the teams with the most points wins.

Variations:
1. Point Multipliers – Mark each shoot location with a difficulty designation (1, 2, 3 or more). A player's score equal the difficulty designation times the number of the hole on the toss target.

Team Ball

Equipment Required:
1. Hanging Hoops Targets – Two, one at each end of a basketball court.
2. Balls – Any type of easy to catch ball, preferably a Gatorskin ball.

Play: This game would be played similar to a basketball or a version of team handball.
1. Divide the players into each equal number of players.   A limit of 6 players on the court per team is recommended to avoid overcrowding and too much contact on the court.
2. The goal of the game is to toss a ball through the target.   Points are awarded based on the number of the target (1, 2 or 3 points).
3. Players move the ball up and down the court by tossing the ball to a teammate.   If a teammate catches the ball, the team retains possession; if they drop it the other team takes possession immediately and can start moving in the other direction.   The player with the ball must remain stationary, though they can pivot like a basketball player.
4. Defenders must stay at least 2 feet away from the person with the ball.
5. A player can shoot at the target at any time from any location outside of the no shoot zone on the court. Missed shots can be retrieved by either team.
6. A team wins when a preset total of points is reached or has the most amount of points after a preset amount of time expires.

Variations: Award double points for shots taken outside of the 3 point circle and or triple points for shots taken from half court.