

MONSTER GAMES LIST

MOST POPULAR GAMES / RULES USED WITH THE MONSTER BASKETBALL SETUP

1. MONSTER BASKETBALL CLASSIC

(PLAYERS : 2-50 PEOPLE - ONE GOAL)

Monster Basketball Classic is the Monster Basketball version of Classic basketball. Separate all your players into two teams. Designate one of the four sides of the Monster Basketball Goal to one of the teams, give the side directly opposite to the other team. Each team may only score by making a shot on their side of the goal. Every time a point is scored by one team, the other team must take the ball out of bounds (About 40FT away from the goal on the opposite side that they can score from and check it in just like with half court basketball. Have players on each team surround the goal so that there are attackers and defenders. There are no rules against traveling, or double dribble. Be sure to pass the ball often, and feel free to modify this game and to create new games of your own!

2. MUSICAL MONSTER BASKETBALL

(PLAYERS : 2-100 PEOPLE - ONE GOAL)

Monster Basketball meets musical chairs. This game was introduced to the public by Justin Timberlake and Cameron Diaz at the 2004 Challenge for the Children charity event. To play you must line a group of people in a circle surrounding an inflated Monster Basketball Goal (You Choose the Distance). You can use either the large 37 inch ball, the mid-sized 23 inch ball, the small-sized 12 inch ball, or all three. The adults and teenagers could be passing the 37 inch ball to each other, while the elementary kids are passing the 23 inch ball to each other, while the little kids could be passing the 12 inch ball to each other all in the same circle! Give the ball(s) to someone in the circle and play some music. While the music is playing, the people in the circle pass the ball(s) to the other members in the circle. When the music stops the player(s) who is left holding the ball must take a shot from where he stands. If he misses, he must leave the circle, if he makes his shot, he may continue to play and stay in the circle. After the player(s) is through, the music starts up and process starts again from the beginning. The last person still standing in the game is the winner!

7. MONSTER FOUR SIDE BASKETBALL

(PLAYERS : 8-100 PEOPLE - ONE GOAL)

The concept behind Monster Four Side Basketball is basically the same as with Monster Basketball Classic, only this game takes advantage of the four sides on the Monster Basketball Goal. Take your group of people and divide them up into four teams. Designate each team to one of the four sides on the Monster Basketball Goal. The side assigned to each team is their scoring side. The only way to make points is for a player to make a basket when they take a shot while facing their scoring side. The side of the goal that is directly opposite of a team's scoring side, is the side that that team must defend. Each of the four teams has one side of the goal that they can take shots from and make points with, and also the opposite side which is the place that they must defend from another team making baskets (points). Each team must be divided into two groups. One group is the offensive side who takes player positions on their team's scoring side of the goal, while the other group of that team takes up defensive positions on opposite side from which their team can score. While each player should generally stay in their assigned position (As Attacker or Defender), when the game ball comes into play on a side, you may move from the attacking side to the defending side depending on where the game ball is. With sixteen or more players you must decide as to whether all of the players on a team can switch at their own discretion between offensive and defensive sides. It is usually preferable to assign players to sides and confine them to their playing space consisting only of the field facing their side. Also having more than three defenders on a single attacker should be avoided. Double dribble does not count in this game, as well as traveling. However you may wish to limit the number of steps one can take before there is a penalty to encourage passing. You may attempt to steal the game ball by knocking it out of a player's grasp (The ball is Slick). After a point is scored, the game ball must be checked in.