

DIFFERENT BASKETBALL GAMES



21:

Players: 2 or more

Objectives: Score exactly 21 points to win.

INSTRUCTIONS:

- Players take turns shooting free throws.
- A made basket counts as 2 points, and a free throw counts as 1 point.
- If a player exceeds 21 points, their score resets to 11.
- The first player to reach exactly 21 points wins.



HORSE:

Players: 2 or more

Objectives: Spell out the word "HORSE" by successfully making shots.

INSTRUCTIONS:

- Player 1 takes a shot from anywhere on the court. If they make it, Player 2 must replicate the shot.
- If Player 2 misses, they get a letter "H". If they make the shot, the roles reverse
- Continue until a player spells out "HORSE" (or another predetermined word) by accumulating all the letters.



KNOCKOUT:

Players: 3 or more

Objectives: Be the last player remaining by making shots and "knocking out" opponents.

INSTRUCTIONS:

- Players form a line behind the free-throw line.
- The first two players each have a ball.
- Player 1 shoots. If they make it before Player 2, they pass the ball to the next player in line and go to the back of the line.
- If Player 2 makes the shot before Player 1, they pass the ball to the next player and Player 1 is "knocked out."
- The game continues until only one player remains.



AROUND THE WORLD:

Players: 2 or more

Objectives: Be the first player to make a shot from various spots around the court.

INSTRUCTIONS:

- Players take turns shooting from predetermined spots around the court (e.g., free-throw line, baseline, three-point line).
- Each player must make a shot from each spot before moving to the next.
- If a player misses, they must keep shooting from the same spot until they make it.
- The first player to successfully make a shot from every spot wins.



HOT SHOT:

Players: 1 or more

Objectives: Score as many points as possible within a set time limit.

INSTRUCTIONS:

- Set a timer (e.g., 1 minute).
- Players take turns shooting from various spots on the court, with each made basket earning a certain number of points (e.g., layup = 1 point, free throw = 2 points, three-pointer = 3 points).
- After the time limit expires, the player with the highest score wins.



HALF-COURT BASKETBALL:

Players: 2 to 10 players

Objectives: Score more points than the opposing team within a half-court setting.

INSTRUCTIONS:

- The game is played on one half of the basketball court.
- Teams take turns on offense, attempting to score by shooting the ball into the hoop.
- Rebounds are crucial in this format, as there are fewer players on the court to secure them.
- When the defensive team gains possession of the ball, they must "clear" the ball beyond the 3 point line or set distance.
- Typically, baskets are worth two points, with three-pointers possible if designated beforehand.
- Games can be played to a certain score or within a time limit, depending on preferences.



5 ON 5 FULL COURT BASKETBALL:

Players: Two teams of five players each.

Objectives: Score more points than the opposing team by shooting the basketball into the opponent's hoop.

INSTRUCTIONS:

- The game starts with a jump ball at center court.
- Players must dribble or pass the ball to advance it up the court and attempt to score.
- Each made basket earns the team two or three points depending on the distance from the hoop.
- Players must also defend their own basket to prevent the opposing team from scoring.
- Games can be played to a certain score or within a time limit, depending on preferences.