

Game Document

Tipsh

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Versions

Version	Date	Author(s)	Notes
1.0	3/28/2023	Mark Lyman	Initial Release
1.1	8/8/2023	Mark Lyman	Spelling Mistake, Rule Clarification

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Introduction

Tipsh is the official game of Afristraulia. It's based on the original game of Tip-In (explained below). Mark and Joseph Lyman added *ALOT* of new rules, made it **REALLY** fun and **REALLY** hard to win.

Let's repeat that last line real quick. It is **VERY HARD** to win at Tipsh. It was designed that way on purpose. Many games end by invoking the "LET'S END THIS ALREADY" rule discussed at the end of this document. This game is meant to be played for a stupid amount of fun - not necessarily to win.

Equipment Needed

- 4 to 10 People
- 1 x Basketball
- 1x Basketball Court

Win Condition

The winner is the player who scores their 11th or more point from the foul line.

Tip-In

The Most Important Rules

1. Determine turn order.
 - a. Oldest to youngest, tallest to shortest, most to least hair, whatever
 - b. TURN ORDER IS IMPORTANT - REMEMBER WHO YOU ARE AFTER!
2. When it is your turn to shoot, you must jump, grab the ball, shoot the ball, *and then* land back on your feet. This means when you grab and shoot the ball - it's all done while you are in the air. If you are unable to do this, the ball is considered **grounded** and you lose your turn.
3. The first person to score 11 or more points *FROM THE FOUL LINE* wins the game.

How To Score Points

- 1 point for each successful foul shot
- 1 point for each successful out of bounds shot
- 1 point for each successful shot after 1 or 2 bounces
- 2 points for each successful shot with 0 bounces
- 2 points for the first foul shot after a flagrant foul

The Basic Game

- Player 1 (P1) starts the game by shooting a foul shot. P1 may continue to shoot foul shots as long as they make them. Each foul shot is worth 1 point.
- If P1 misses a foul shot, it is now P2's turn. After the ball comes off the backboard or rim from P1's miss, P2 must shoot the ball before it bounces 3 times. P2 must adhere to rule #2 when shooting.
 - If P2 misses their shot, P3 gets their turn to do the same thing.
 - Once you get to the last player, the order continues with P1 again.
- If any of the players make their shot before 3 bounces, they get 1 point. If they make the shot with 0 bounces they get 2 points.
 - A 0 bounce shot means the player grabbed the ball as it came off the backboard or rim and put the ball back up for a successful shot... all while in the air.
- If any player is unable to get the ball before its 3rd bounce, the ball is **grounded** and their turn is over.
- If a player makes a shot, they then get their turn at the foul line, and shoot foul shots until they miss, each one being worth 1 point.
- If the player misses at the foul, then the next player in order takes their turn to shoot the ball before 3 bounces... and on and on we go.

Grounded

- A ball is grounded for 3 reasons.
 1. A player is unable to grab and shoot the ball before the 3rd bounce.
 2. A player touches the ball when it's not their turn.
 3. A player's feet touch the ground while they attempt to shoot (remember, you have to be in the air when grabbing and shooting the ball)
- When a ball is grounded, the next player in line gets to throw the ball against the ground on the spot where it was grounded, and they have the regular 3 bounces to jump and shoot the ball as per the normal game.
 - The action of throwing the ball against the ground is considered the first bounce.
- **EPIC HINT:** Although you must throw the ball down to the spot where the ball was grounded - there is no rule specifying that the ball must bounce straight up. You are free to bounce it towards the hoop to get you closer as the ball takes its additional 2 bounces.

Out of Bounds

- If a ball lands out of bounds before its 3rd bounce, the player whose turn it was gets a free throw from the line where the ball crossed out of bounds.
- This also means that if the ball crosses the line behind the backboard, the player must shoot from the out of bounds line behind the backboard.
- **EPIC HINT:** There is no rule that says you can't jump from the line and shoot. If you are behind the backboard, do your best to jump out and shoot. Just remember you must shoot before your feet touch the ground. (rule #2)

Winning the Game

The game ends when a player shoots a foul shot to score their 11th or more point. The game winning point *must* be a foul shot. If a player scores 11 or 12 points from a regular shot, they must still make a foul shot to win the game.

If the player misses their winning foul shot, their score is reset to 1 and the game continues.

Tipsh

That was Tip-In. Now get ready for Tipsh.

All the same Tip-In rules apply, plus the following additional rules...

Foul Shots

- Every time someone shoots a foul shot, THEY MUST SAY THEIR SCORE. If they fail to do so, their score is reset to 1.
 - Literally EVERY SINGLE TIME. If you say your score and make the foul shot, you must say it again before shooting another foul shot.
- Foul Shots are not free (including the one that starts the game). All other players may come up to the foul line and attempt to whack the ball out of your hands as you're attempting to shoot.
 - If they successfully knock the ball out of your hands, you lose your turn and the next player gets to continue with foul shots.
- The shooting player is fair game to have the ball whacked as soon as they cross the foul line.
- If an opposing player crosses the foul line when it's not their turn, they must touch the basketball pole or back wall, or wait for the shot - before they are allowed to return to the foul line again.
- **EPIC HINT:** As the shooting player, you may want to shoot as far back as the 3 point line.
- **EPIC HINT:** As the shooting player, roll the ball across the foul line and don't touch it till you are out of range.
- **EPIC HINT:** Opposing players can jump across the foul line and whack the ball out of the shooter's hands. The whack must occur before their feet touch the ground.

Out of Bounds, Planting, and Juggling

- When a player shoots a ball from out of bounds, this is an absolutely free shot. No whacking or stuffing.
- **Planting**

When a player sees a ball headed out of bounds - jumps, grabs the ball, and places the ball back on the ground at the same time their feet touch.

 - When this occurs, the shooting player must shoot from where the ball was planted.
- **Juggling**

When multiple people notice the ball headed out of bounds, they can jump and throw the ball to each other in an effort to plant the ball WAY out of bounds.

 - Each player only gets to juggle once.
 - If the juggle gets messed up, the shooting player shoots from the out of bounds line.
 - When a juggler messes up, make sure and embarrass them by saying “You fumbled the juggle” or “Way to Flooble the Jimble” or “Nice job on Freebling the Groggle!” Whatever you can say to point out their mistake.

Flagrant Fouls

Tipsh doesn't really do fouls. There is way too much going on. But if everyone agrees that a foul was “flagrant” (sometimes said fragrant), then the fouled player gets 1 absolutely free shot from the foul line.

- This 1 shot is worth 2 points. Additional foul shots are regular foul shots, are only worth 1, and players may crowd the foul line to whack the ball.

Free Looks

There are only 2 absolutely free shots in the game.

- Out of Bounds
- Flagrant Foul

Even though they are free from whacking, they are not free from looking. You can make funny faces, take your shirt off and jiggle, make fun of their mother, fart, whatever. Just keep it semi-clean.

Stuffing

This is where most flagrant fouls occur.

- When a player goes up to shoot during their normal turn, ALL OTHER PLAYERS can stuff them.
- If they successfully stuff, the next player has the regular 3 bounces to shoot the ball (keeping rule #2)
- A player bouncing the ball from a grounding can also be stuffed.
 - Keep in mind you cannot stuff them until they grab the ball to shoot. If you hit the ball before they grab it, you have grounded the ball for them, since you essentially touched the ball out of turn.
- If you are the reason a ball was grounded, you cannot stuff the player playing the ground. You must step away and let the other players do the stuffing.
- **EPIC HINT:** If you are the shooting player, fake grabbing the ball from a bounce to get other players to whack it in an attempted stuff. This will ground the ball where they touched it.
- **EPIC HINT:** If it's your turn to play from a ground, be quick to bounce and shoot - or also bounce the ball super high so you can jump and tip the ball where they can't reach.

Total Air Ball

A total air ball is when a player goes to shoot and misses the entire court. No backboard, no rim, no in-bound floor.

- When this occurs, everyone announces “TOTAL AIR” and the next player gets regular foul shots.
- When you go to shoot, AT LEAST shoot the ball such that it lands in bounds.

5 Second Rule

A player is not allowed to take more than 5 seconds to continue the game. Such as foul shots, out of bounds shots, or groundings.

- All other players may count backwards “5, 4, 3, 2, 1” and if the player hasn’t begun their turn they lose it to whoever is next.
- Each time an opposing player crosses the foul line to whack a foul shooter, the timer starts back over at 5.

Face the Facts

YOU MUST PLAY THE GAME. If you interrupt the flow of the game on purpose, everyone else who notices says “FACE THE FACTS” and you must complete an agreed upon penalty, such as running once around the house or touching the back fence.

- Ignore a ball headed out of bounds so you get an easy shot? FACE THE FACTS!
- Shoot a quick shot out of turn to waste time? FACE THE FACTS!
- Too many Total Air Balls? FACE THE FACTS!

The player facing the facts cannot play again until the penalty is complete. If their turn comes up, just skip them.

Spaneeshio

Spaneeshio is the official scoring language of Afristraulia.

- You must report your points in Spaneeshio when shooting foul shots.
- You already know Spaneeshio, you just don't realize it.

Here are some examples of Spaneeshio

- I have quatro point-tot-toes.
- My-o score-o is five-o.
- Dos-o poontahs.
- I have Cinco de Mayo
- Tres-ssiminion Peentisimios
- Spaneeshio is the worst version of Spanish/English that exists. It's barely Spanish or English at all BUT it's just enough that everyone understands your score.
- If you fail to say your score in Spaneeshio from the foul line, your score returns to 1.

President and CEO of Afristraulia - P&CofA

If someone actually wins Tipsh, they get the unique title of President and CEO of Afristraulia. They hold this title until they lose a game of Tipsh to someone else. Some players hold their titles for months or even years. They might even die with it.

LET'S END THIS GAME ALREADY

If the game is going too long, all players can agree to END THIS GAME ALREADY. This means that the next successful foul shot wins.

In this mode, the winner does NOT get the title of P&CofA. They just win and the game ends.