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 3,388,909.
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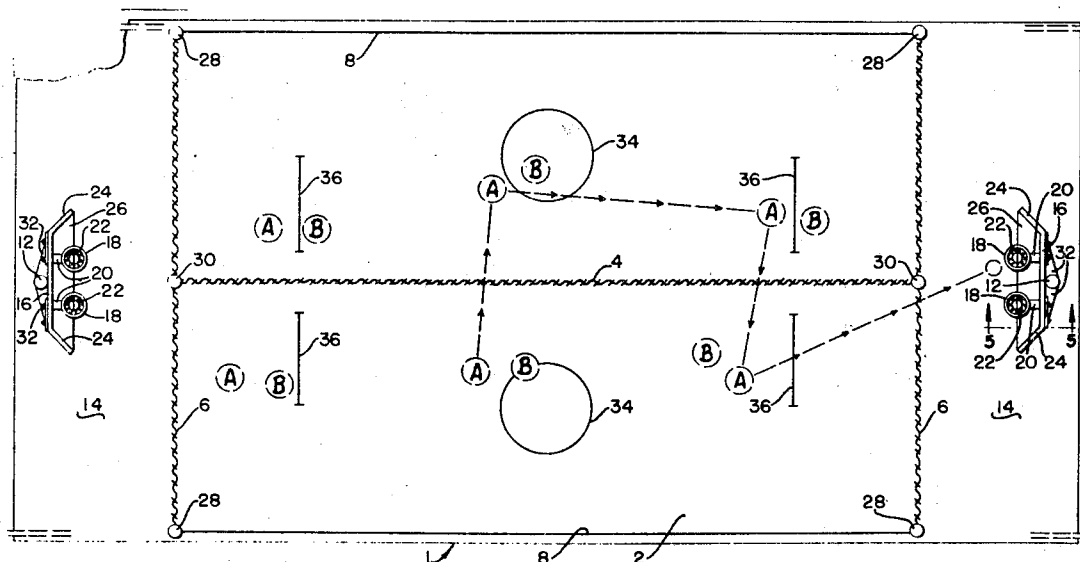
[54] **METHOD OF PLAYING A CROSS-BALL GAME**
3 Claims, 5 Drawing Figs.

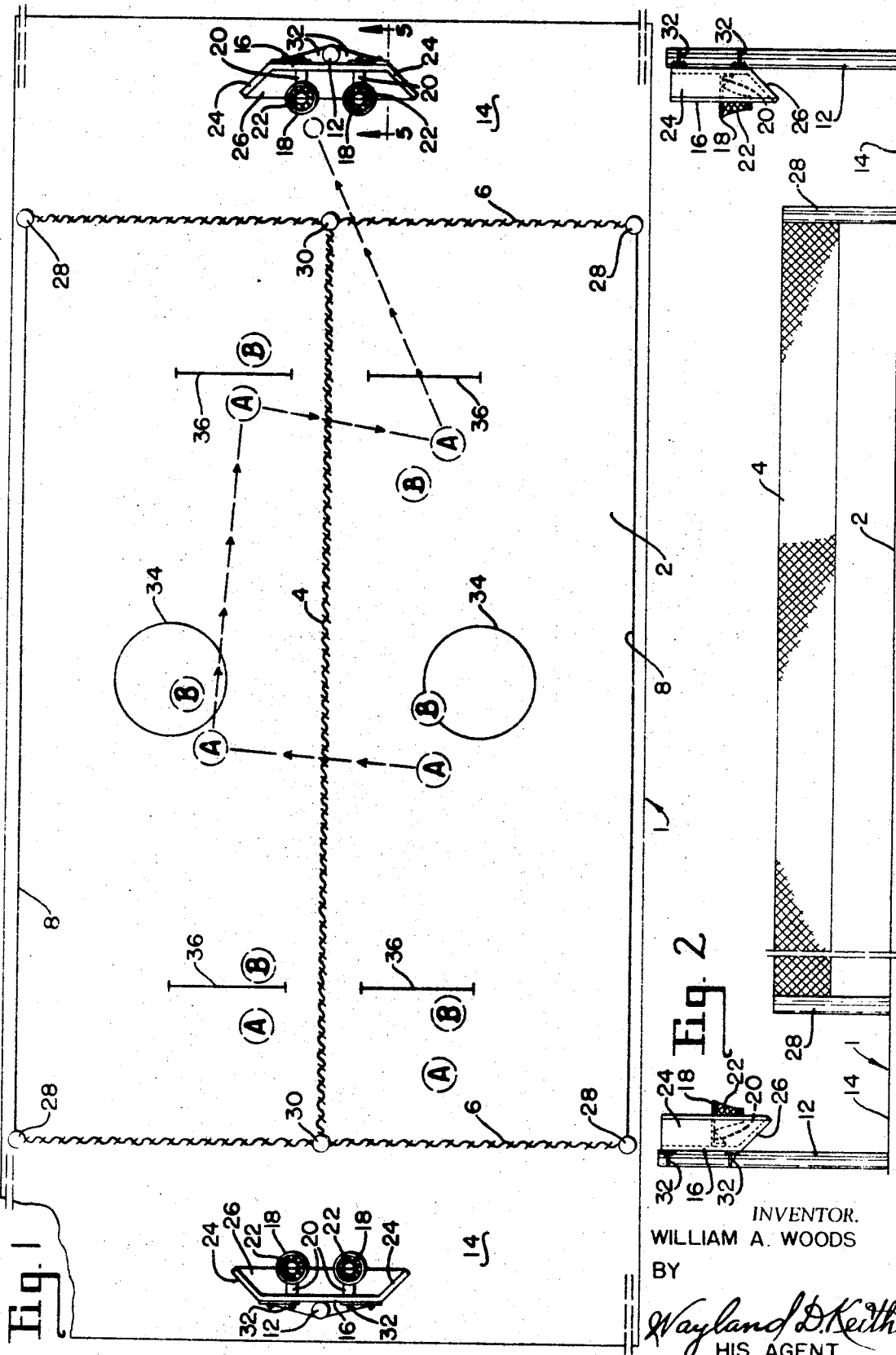
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273/105
 [51] Int. Cl. **A63b 71/02**
A63c 19/02
 [50] Field of Search **273/1.5**

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ABSTRACT: The method of playing a ball game, using a playing field or court which is divided by a medial, longitudinal net with a transverse net at each end of the longitudinal net, to define a playing field with two portions. A backboard is mounted a spaced distance outward from each end of the longitudinal barrier or net, which backboard has two horizontal, outwardly extending loops or baskets on the sides adjacent to the playing field and being a spaced distance apart transverse-ly on each side of a vertical plane passing longitudinally along the longitudinal barrier or net. The loops or baskets are elevated above the playing field. Outwardly diverging wings are provided on each side of the backboard and a downwardly and forwardly extending wing extends across the lower side of the backboard. A plurality of players, an equal number from each team are positioned on each side of the longitudinal net, with the players on one side using both loops or baskets on the opposite side of the medial, vertical plane to score. Provisions are made for penalties and fouls and for starting and playing the game. The method comprises the steps of throwing the ball across the longitudinal barrier to another player and that player throwing the ball back across the barrier into one of the goals.





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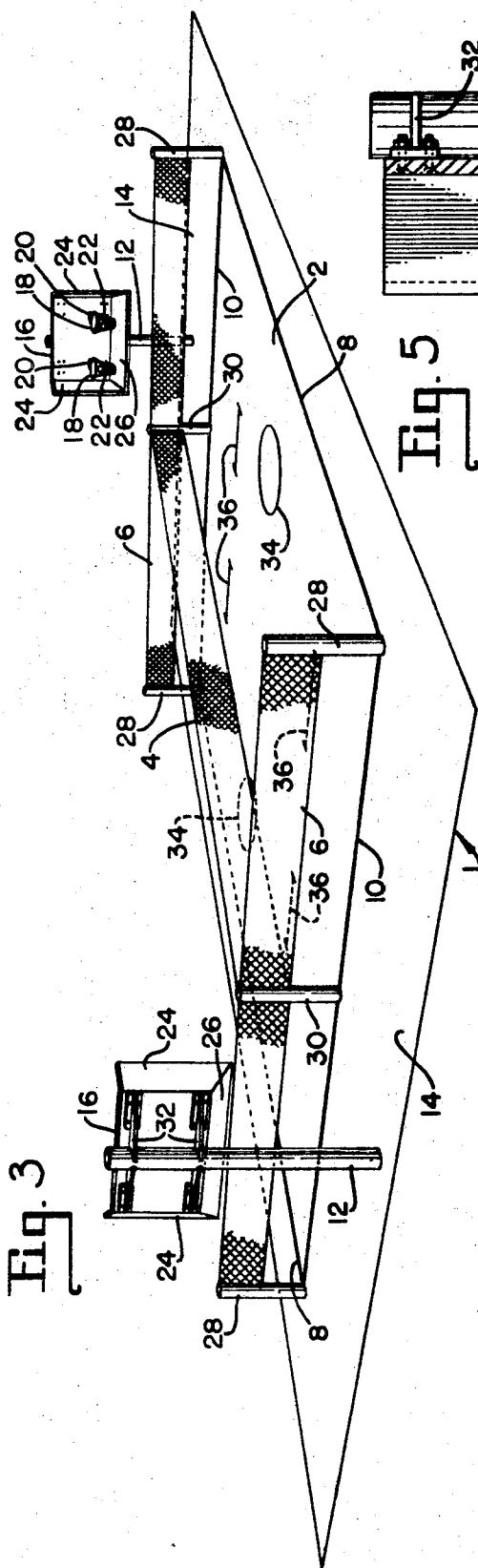


Fig. 3

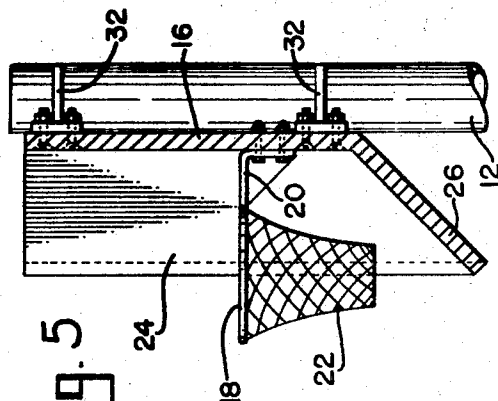


Fig. 5

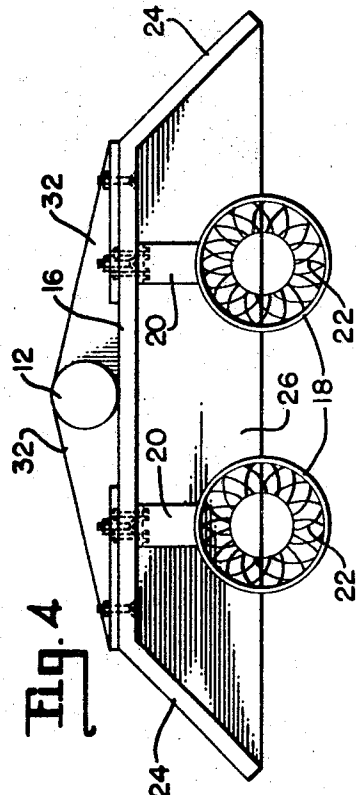


Fig. 4

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METHOD OF PLAYING A CROSS-BALL GAME

This application is a divisional application of application Ser. No. 633,878, filed Apr. 26, 1967 for Cross-ball Game which application is copending therewith, now U.S. Pat. No. 3,388,909, issued June 8, 1968.

This invention relates to improvements in games and more particularly to an improvement in a game which utilizes a ball of the general character of a basketball. The present game is played on a playing field which is somewhat similar in size to a basketball-playing field; however, different rules and a different arrangement of the field, as well as a different arrangement of the ball-receiving baskets apply to the present game.

Various ball games have been proposed heretofore; however these had certain disadvantages which, it is believed, the present game has overcome. The present game is of such character that relatively short players have approximately equal playing advantage with tall players, due to the construction of the field, and to the construction and arrangement of the baskets through which the ball is tossed, and due also to the particular separation of the players on the field.

The present game can be played either indoors or outdoors and the size of the field may be varied in accordance with the requirements as indicated by the particular gymnasium or field.

An object of this invention is to provide a ball game, in which an inflated ball, of the character generally known as a basketball, is tossed or manipulated between players and goals to achieve certain score points.

Another object of the invention is to provide a ball game which will hereinafter be referred to generally as "cross-ball," wherein all players have approximately equal advantage in pitching goals.

Still another object of the invention is to provide a ball game wherein the playing field is divided longitudinally into two equal portions by a net, with an equal number of players of each team on each side of the net.

Still a further object of the invention is to provide a ball game wherein the ball-receiving baskets are a spaced distance behind transverse nets so as to prevent players from getting too close to the goals for pitching.

Still another object of the invention is to provide a "cross-ball" game having two ball-receiving baskets on a backboard at each end of the field, the baskets on each backboard being on either side of a medial plane passing longitudinally through the playing field.

Still another object of the invention is to provide dual ball-receiving baskets on the backboard of each goal post, wherein, the ball is to be directed from a playing field on one side of a longitudinal, medial net to a basket on the opposite side of a medial, vertical plane taken longitudinally through the playing field.

Another object of this invention is to provide a "cross-ball" game in which the playing field is divided and defined by longitudinal and transverse nets to enclose three sides to define two playing field portions.

Still another object of the invention is to provide a "cross-ball" game which is unique, amusing to play, and which enables an athlete to practice skills not possible in games known heretofore.

With these objects in mind and others which will become manifest as the description proceeds, reference is to be had to the accompanying drawings in which like reference characters designate like parts in the several views thereof, in which:

FIG. 1 is a top plan view of a playing field, showing the relative location of the various nets and goal posts, and also showing simulated players on the field using a ball to show the manner of playing the game, a simulated play being shown in dashed outline;

FIG. 2 is a side elevational view of the playing field with parts broken away and shortened;

FIG. 3 is a perspective view of the playing field, showing transverse end nets and a longitudinal medial net, and a goal post at each end of the playing field, each goal post having a backboard with dual baskets thereon;

FIG. 4 is an enlarged top plan view of a goal post with a backboard with ball-receiving baskets thereon, shown apart from the playing field; and

FIG. 5 is an enlarged, sectional view taken on line 5-5 of FIG. 1, looking in the direction indicated by the arrows, showing a portion of a goal post, backboard and basket.

With more detailed reference to the drawing, the numeral 1 designates generally the entire field, with the numeral 2 designating the playing field, which is divided longitudinally, by a medial net 4, into two portions, which longitudinal net extends between transverse nets 6, one at each end of the playing field 2. The playing field 1 has a "boundary line" 8 on each side thereof, within the bounds of which the players are confined while the ball is in play. Boundary lines 10 are positioned below each of the transverse nets 6 so as to define the ball-playing area.

A goal post 12 is positioned in each of the back fields 14, mediate the width thereof, a spaced distance rearward of each of the transverse nets 6 and in longitudinal alignment with longitudinal net 4. Each of the goal posts 12 has a backboard 16 thereon, on each which backboard 16 are two, spaced-apart baskets or rings 18, each of which is positioned a spaced distance outward from the backboard 16 by means of a basket support 20, as will best be seen in FIGS. 4 and 5. Each ring 18 may have a conventional, downwardly depending, netted, tubular member 22 thereon so as to prevent the ball from accidentally being tossed through the basket 18 from the bottom. Each side of each backboard 16 has outwardly extending wings 24, which wings are angulated. The angulation of these wings may vary, but the present wings are shown to be angulated to define an included angle of 135°. Likewise, the bottom of each backboard 16 has an angulated wing 26, which wing is angulated to have an included angle of 135°. The above degrees of angulation of the wings is for the purpose of illustration only, and the degree angulation thereof may vary in accordance with the particular design requirements.

As a matter of explanation without limitations as to sizes and dimensions, an illustration will be given in order to acquaint those skilled in the art with the game, as laid out with one set of dimensions; however these may be varied greatly and still be within the scope of the invention. The present overall field 1 is preferably 38 feet wide and 62 feet long, with a 32×48-foot playing field 2 located equidistant from the boundaries of the area designated as the field 1. A net which is approximately 3 feet wide and 32 feet long extends across each end of the playing field 2, and is preferably spaced 3 feet above the ground, and is supported by posts 28 at each end of each net, with a center post 30 mediate the posts 28. The net 4 extends medially of the playing field 2 and is secured to posts 30. This net is approximately 3 feet wide and spaced 3 feet above the playing field 2. A goal post 8 is preferably positioned 6 feet rearward of each of the medial posts 30, with the backboards 16 being elevated approximately 8 feet above the ground, each backboard 16 being approximately 4 feet × 6 feet, with each side thereof and a wing 26 at the bottom, as will best be seen in FIGS. 4 and 5.

It is preferable to have the baskets securely attached to the respective backboards by supports 20, which supports are so positioned that the baskets will be supported between 9 and 10 feet from the ground or floor level, and with the center of the baskets being horizontally spaced 3 feet apart. The necessary bracing, as indicated at 32, secures the backboard to the respective goal posts 12.

In addition to the physical makeup of the present "cross-ball" game a distinctive set of rules is utilized by which to play the game. With the playing field 2 divided into two equal portions by the central net 4, six players are maintained on each side of the net 4 for separate offense and defense plays. It is preferable to play the game with six players on each team with each team having three players on each side of the net 4. However, the size of the field may be varied and a greater or fewer number of players may be used. As a manner of graphically representing how the game is played, FIG. 1 shows the players of one team, represented by a letter A within each circle, and the opposite team of players by a letter B within each circle.

A circle or starting zone 34 is provided on each side of the longitudinal net 4 longitudinally and transversely mediate each of the respective portions of the playing field 2, which enables a player to stand in this zone and throw the ball to a player across the longitudinal net 4 or to throw for a goal or basket 18, however if a basket is not made and the ball hits the backboard 16 and bounces back into the playing field either above or below the net 6, the player recovering the ball may toss it across the longitudinal net 4, which puts the ball back into play.

If the ball goes out of bounds, the opposite team is given the ball and it is put in play from the starting zone 34 following the rules as hereinafter set out.

A free pitch line 36 is provided near each goal at each end of the field, which line is spaced outward from the longitudinal net 4 approximately 1 to 2 feet, and inward from each of the transverse nets 6 approximately 7 or 8 feet. The player making the free pitch cannot be guarded.

RULES OF CROSS-BALL GAME

The game preferably uses 12 players, six players on each team. To start the game a lot is cast, such as by tossing a coin, to determine which side will first throw the ball. A player from the side winning the lot, will toss the ball by standing in a starting zone indicated by the numeral 34, and will toss the ball either across the longitudinal net to a player on the opposite side of the longitudinal net 4 or he will throw for a goal, by tossing the ball through a loop 18 on the opposite side of net 4, which puts the ball in play. It is optional, with the captain of the team, from which side of the net the ball is put in play.

Twelve players, three players from each team are positioned on each side of the longitudinal net 4 to play the game. When the ball is in play, in order to score, it must be thrown through the loop or basket 18 at either end of the field on the side opposite the longitudinal net 4, from which the ball is thrown, or the score does not count. All loops or baskets 18 are common for use by either or both teams. If the ball bounces back into the playing field, the player recovering the ball may pass it across the net to another player or shoot for a goal in the same manner as set out before. If the ball falls in the end zone 14, a player on the opposing team receives the ball and it is put into play from starting zone 34, on the opposite side of the net from where it was located when the ball was lost in the end zone.

The players must stay clear of the nets at all times. If a player having the ball touches the net, it is counted as a penalty and the opposing team gets the ball to throw from starting zone 34. After a goal is thrown, the ball is in play, and if it is recovered by either team within bounds, it continues to be in play. If it is lost into the end zone, it is put back into play and given to the opposite team in the starting zone 34 as set out heretofore.

If a player shoves another player, who has the ball, into the net, the player who has the ball gets a free pitch from the free pitch line 36. If a player pushes another player into the net, the player on the team doing the pushing loses the ball to the opposing team, a player of which team is given a pitch from the free pitch line 36. Fouls and penalties can be called by the referee for roughness, the use of elbows or feet, against an opposing player whether he has the ball or not.

If a player throws the ball against the net and it bounces back to the ground or floor, it is lost and goes to the opposing

team, however, if it is caught before it touches the ground or floor, it is maintained in play. If the ball gets away from a player and goes under the net, the player who recovers the ball on the opposite side of the net 4, must throw the ball across the net 4 to a player on the opposite side of the longitudinal net 4, before the ball is in play or before a score will be counted.

In official games, two referees are required, one on each side of the net, however, for nonmatched games one referee may referee a game. The number of points and the counting of points may be determined in accordance with the agreements of the teams, however each field goal preferably counts 2 points and each free pitch counts 1 point, if successful. At the end of the fourth quarter, the team that has the most points is declared the winner, however if game is a tie, a specified number of minutes, for instance 2 minutes, is played, with a coin being tossed to determine which team is the winner of the ball to start the play, for the additional 2 minutes of play, with the ball going into play across the net to a player on the opposite side thereof, at which time the player can either shoot for a goal or pass to another player, who may shoot for a goal, or make such other plays as desired.

It will be seen by the above arrangement of the field, the players and the game rules, that tall players and short players are more equally matched, as are fast players and slow players. Guarding can be accomplished by a player holding his hands and arms up or by blocking the running of an opposing player. The ball cannot be carried or it will be counted as a penalty. All nonfoul penalties result in the ball going to the opposing team to be thrown from the starting zone 34, all foul penalties result in a free pitch for the team not committing the foul. The ball must be thrown or dribbled to move the ball across the field.

I claim:

1. The method of playing a game employing opposing teams, each team having a multiplicity of players, including a substantially rectangular playing field with a longitudinal barrier dividing the playing field, which game employs a playing missile for movement relative to the playing field, with players from each team on each side of said longitudinal barrier for operating the missile, and having a pair of transversely spaced, elevated missile-receiving targets at each end of the playing field, one target of each pair being positioned on each side of a vertical plane extending medially through the playing field and being coextensive with the longitudinal barrier and between the targets of each pair of targets, which method comprises the step of;

a. throwing the missile into one of the target areas remote from the player across the vertical, medial longitudinal plane, coextensive with the longitudinal barrier.

2. Method of playing a game, as defined in claim 1 and wherein said step comprises;

a. throwing the missile through a goal in one of the target areas.

3. A method of playing a game, as defined in claim 1 and including the steps of:

a. throwing the missile across the longitudinal barrier to a player; and

b. the player receiving the missile throwing the missile into the target across the vertical medial plane which is coextensive with the longitudinal barrier.