

**Unitball** is an in-office game for people possessing enough hand/eye coordination to pick up and throw a ball... in a specific direction.

The object of the game is to win.



1. Decide player order in whatever way seems best to you. Popular methods include lagging, contests of strength, casting lots, and pulling rank.
2. First player goes first. 2a. To "go first" the player must take a shot (throw the ball) at the hoop, attempting to place the ball through the hoop. 2b. The first shot everyone (or no one) a shot, the ball must naturally. No kicking "pulling an Andy") is
3. After must be from a spot that agrees upon. 3. After be allowed to come to rest of the ball (AKA permitted.

## The Rules for Unitball

4. The next player then takes a shot from the ball's resting place.
5. Each successful shot (ball through hoop) counts as one (un, uno, singular, solo, 1) point.
6. The first player to reach 10 points is declared the winner as long as all players have taken an equal number of shots.
7. If two or more players reach 10 points on the same number of shots, play continues (for all players) until one player has secured the lead. The first player to have the lead (10 or more points) on an equal number of shots wins.
8. Bouncing, banking, rolling, and other creative techniques are illegal and encouraged.
9. Shots must be an honest attempt at making the shot.
10. Repeat as needed.

jumping.

### You Will Need

1 mini basketball hoop (any condition)

1 office space (irregularly shaped with awkwardly placed furniture a plus)

1 ball (must fit through aforementioned hoop; soft and bouncy is preferred; best performance when ball is Unit Interactive Green; Pantone 369 C)

Free time (optional)

ANY rule may be changed or removed.

NO steps towards the goal while shooting.