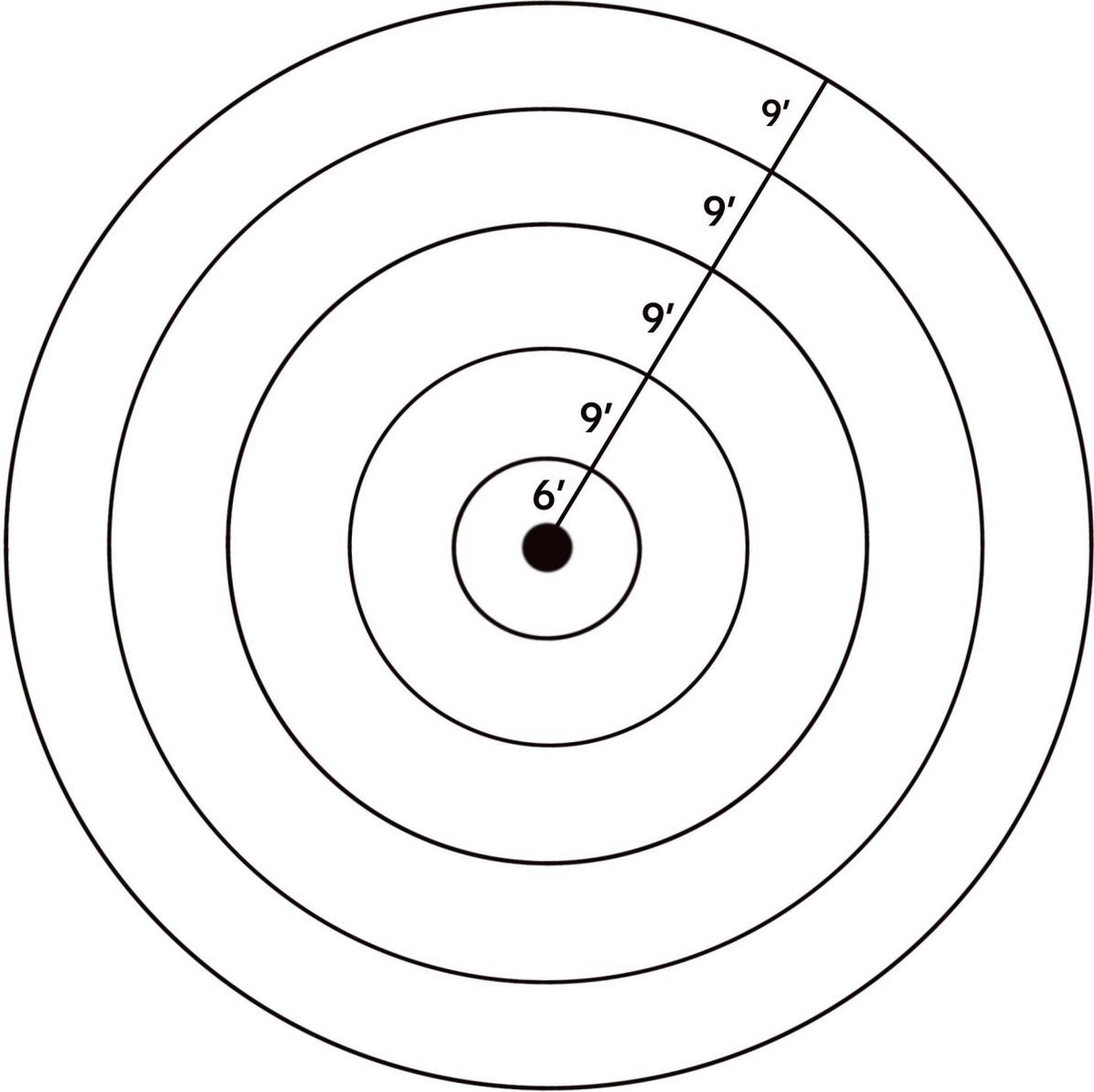


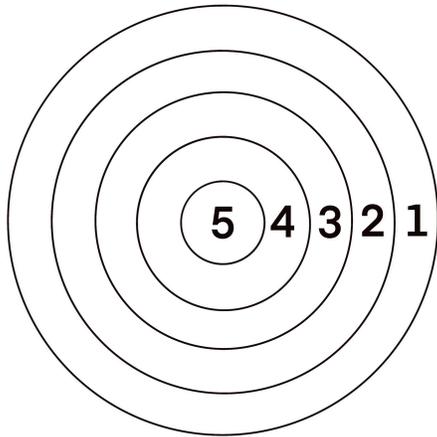


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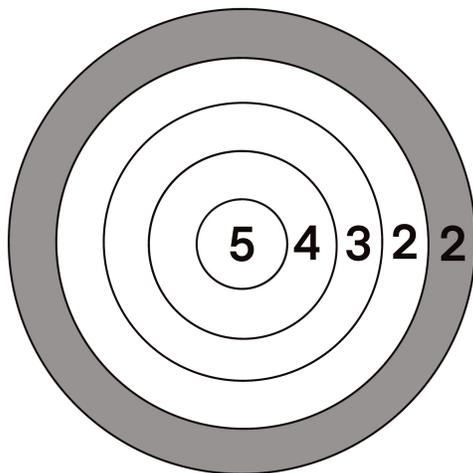


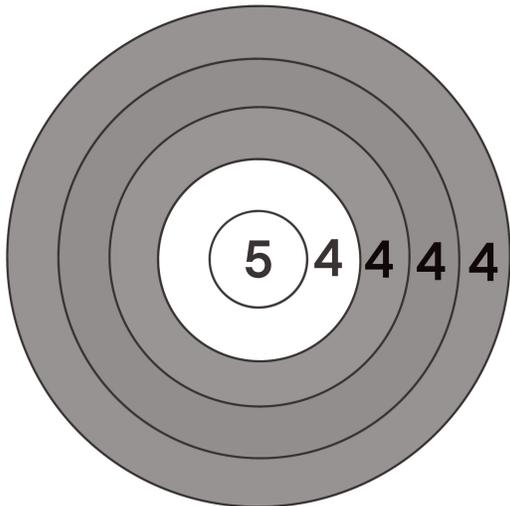
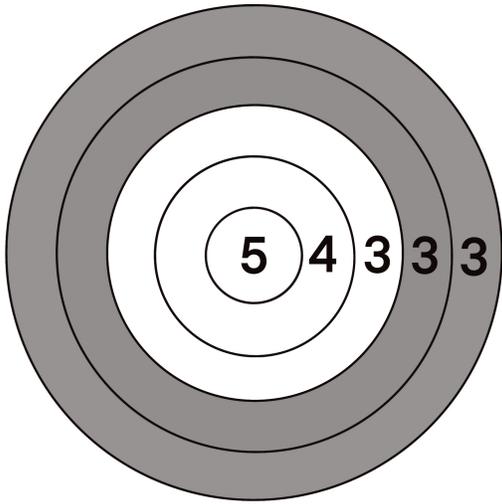
FIELD DIMENSIONS

WHEN STARTING THE GAME

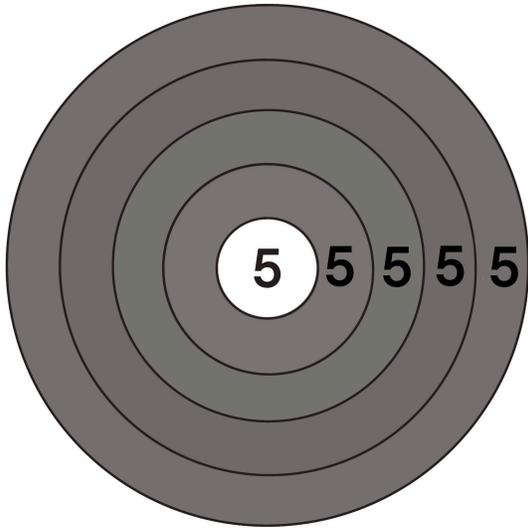


CLOSING OUT RINGS IN SEQUENCE
(shaded ring indicates that ring has been closed)

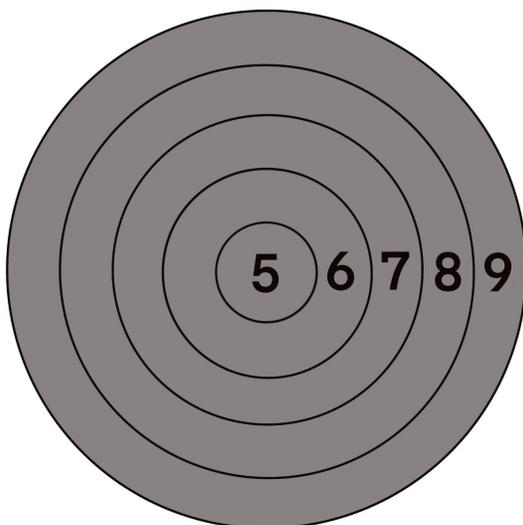




MUST SCORE WITHIN THE CORE TO CLOSE



ONCE ALL RINGS ARE CLOSED



DESCRIPTION

CORE is a new concept for a team sport. It is a game of 6 on 6 and is played with a round ball on a circular field.

The field is 84 ft in diameter.

In the center of the field is a 12 ft diameter circle known as the “core”.

Surrounding the core are 4 more “rings”, each of which are 9 ft wide.

A goal (also referred to as “the core”) hangs 10 ft above the ground in the center of the field.

Similar to basketball, a score occurs when the ball successfully goes through the goal.

HOW IT IS PLAYED

The visiting team gets the ball first and is on offense. Each offensive player can set up and move anywhere they wish on the field, but the player with the ball must start OUTSIDE (out of bounds) the outermost ring when beginning the game.

When a player has possession of the ball, he/she can run anywhere they wish within the ring they reside. However, in order to advance the ball towards the core into another ring, a player must pass the ball to a teammate.

A traveling violation occurs when/if a player has possession of the ball and enters into an advancing ring without passing to a teammate.

If the player in possession of the ball wishes to retreat away from the core, it is legal to cross over in another ring so long as he/she is moving away from the core.

No offensive, nor defensive player can spend more than 3 seconds in the core without a shot being taken.

The offensive team has 30 seconds in the form of a shot clock to attempt a shot.

OFFENSE

CORE offense is all about passing and moving.

It is a “make it, take it” style game, meaning if the offense scores, they reset and get the ball back.

There are two levels of scoring. One is total points scored, and second is rings closed.

The offense must earn their way into the core, so they have to score within the outermost ring before advancing to the next ring, and so on.

When beginning the game, the outer ring is worth 1 point. The next ring in is worth 2, then the next is worth 3, next is 4, and the core is worth 5 points.

The offense must start each new possession by “clearing” the ball PAST the ring that is due to be closed out. (i.e. The offensive team will begin the first possession of a game out of bounds, beyond the “1 ring”. If the offense is successful in scoring within the 1 ring, the new possession will then start within the 1 ring, with the objective of closing out the 2 ring, and so on, progressing towards the core.) If the offense scores within the outermost ring, they will receive the 1 point for the score and will have then “closed out” the outer ring.

Each ring must be closed out in sequence. This is the main offensive objective of the game. However, if the offensive team has an opportunity to score within a ring or within the core, yet is out of sequence, the offensive team will be awarded the appropriate amount of points for the score, but will not successfully close out the ring/core. The offense will then have to reset into a new possession in the outermost ring not yet closed out.

If a team has successfully closed out all 5 locations, but is still down in total points scored, the points for each ring will switch from the beginning of the game to where now the core is worth 5 points, the next ring from the core is worth 6, next is worth 7, then 8, and the outmost ring is worth 9 points.

When closing rings out in sequence, once the outermost ring is closed out, the adjacent ring absorbs that ring and is considered one larger ring worth 2 points regardless if shot was made again in the previously closed out 1 ring. And so on, as the rings become sequentially closed out (see images above). However, in order to successfully close out a ring, a score must happen within the ring being closed out.

If the offensive team successfully performs what is known in basketball as the “alley oop”, meaning a lob style pass towards the goal is caught in mid air and shot before the receiving player touches the ground, the offensive team then has the choice to either take the points from where the alley oop was received and then shot, or to take the point(s) from the ring the ball was initially passed, and close out the ring from which the ball was initially passed assuming the ball was passed within the ring that is next in the sequence to be closed out.

The same choice as stated above, also applies to the offense when/if a ball is tipped into the goal off of a rebound.

The first team to successfully close out all 5 locations in sequence, AND have the highest point total wins the game. In order to win the entire match, it is best 2 out of 3, 3 out of 5, or 4 out of 7 games (pending on ages and times constraints, etc).

DEFENSE

CORE defense is a “king of the mountain” mentality. Only In this case, the mountain has been flattened to an 84 ft diameter circle, and the core is the “top” of the mountain.

The defense constantly shifts around the core with the flow of the offense, protecting the core, and getting more and more intense as the offense progresses toward the core.

If the defense successfully stops the offense from scoring either through a turnover, or a rebound, the defense will transition into offense. This is referred to as a “transition play”.

In a transition play, once the defensive team recovers the ball and becomes the offensive team, they must “clear” the ball out PAST the outermost ring, or to the outermost ring their team has not yet closed out.

If the originally defensive team successfully scores during a transition play, that team gets the choice of either taking the points scored (and closing out a ring, if applicable), or wiping out the opponents most recently closed out ring.

If the originally defensive team does not score during the transition play, and the originally offensive team regains possession, the transition play rules no longer apply. The originally offensive team will simply revert back to the normal offensive rules.

If the original defensive team maintains possession, but the transition play is stopped due to a foul or dead ball, the transition play is no longer effective. The originally defensive team will simply reset, substitute players if necessary, and set up for a new offensive possession in the appropriate ring.

JUMP BALL

If a jump ball occurs, the two players involved in the jump ball have 30 seconds to “wrestle” the ball away from one another.

No other teammates can assist in the jump ball (no dog-piles).

When/if a player clearly gains possession of the ball within the 30 second time frame, that team will then reset for a new offensive possession.

If the 30 second time limit expires and neither player has gained clear possession, the possession will alternate between the two teams.

Since the visiting team gets first possession when the game starts, if the first jump ball of the game expires the 30 second time limit with out clear possession, the possession will go to the home team.

LOOSE BALL

At certain moments within the game of CORE, there will be times when the ball gets loose and neither team has clear possession. If at any moment, it proves to be advantageous to kick the ball to a teammate, it is legal to do so.

Any “soccer-style” ball movement is perfectly legal, but possession is not gained until a player clearly has the ball in his or her hands. If however, an opponent is struck by a kick, a foul occurs.

If this style of play ensues, it is still the offensive teams responsibility to make a shot attempt within the 30 second shot clock.

GOALTENDING

Once the ball has made contact with ANY facet of the goal, it is legal for both offense and defense to intervene with the shot.

FOULS/VIOLATIONS

No tackling, no tripping, no shoving, no holding, no grabbing, no clubbing.

No punching an opponent
(it is legal to punch the ball, so long as player is not struck with the punch).

No kicking an opponent
(It is legal to kick the ball, so long as a player is not struck with the kick).

An offensive player taking a shot, must be allowed to elevate, shoot, and land safely without defensive interference.

If an offensive player elevates for a shot, that player must either shoot or pass before landing. A traveling violation occurs if that player lands and still has possession of the ball.

If a player is fouled in the act of shooting, that player gets one free shot attempt within the ring the foul was committed.

The defensive player that committed the foul can stand in front of the player shooting the free shot but must not be within the same ring as the player shooting.

All other players for both teams will position themselves around the circumference of the core. Players cannot enter the core until the ball leaves the shooters hands.

If the foul was committed within the core, the offensive player that was fouled, and the defensive player that committed the foul will play one on one within the core, for one shot attempt.

If the defensive player gains possession without fouling, that players team resets for a new offensive possession.

If the defensive player commits another foul while in the one on one situation, the offensive team automatically receives the points.

