

HAIKU: Play at Home Rules

There are two teams of two. Teammates start standing across from each other in the center of the court with at least three feet between them. Coin flip decides who has control of the basketball first. Player A of the offensive team then gets five footsteps or jumps to move toward their basket. On the fifth move Player A can either shoot the ball or pass to a teammate:

- If Player A passes to their teammate, Player B then gets seven footsteps or jumps to move toward the basket. On the seventh move Player B can either shoot the ball or pass to their teammate. If player B passes to their teammate, Player A has five more moves to get to the basket then they must shoot the ball. If a player scores (on either the 5th, 7th, or second 5th move):

- Player scores two points for their team. Their teammate then starts a new Haiku (thus becoming Player A for this round) by taking five footsteps/jumps moving toward the opposite basket. They begin this round from inside the "basket box" (the area surrounding the basket they just scored in (like a goalie box). Opposing teammates have to start outside of the basket box. If Team 1 scores another point they score a Double Haiku they get twice the regular number of goal points. Team 1 then keeps control of the ball and begins another Haiku. If they get triple haiku they get triple points, etc etc.

- If a player on Team 1 misses a shot, drops the ball, has the ball knocked out of their hand, takes too many steps, or shoots before the 5th, 7th, or second 5th move, Team 2 gains control of the ball and both teams start back at center. If a player on the defensive team (Team 2) steals the ball, the offensive team can begin a Haiku of their own from that very spot.

For each basket teams score 2 points. For a double haiku they score 4 points. For a triple they score 6 points. For a quadruple they score 8 points, etc. First team to 17 (number of syllables in a haiku) wins.