

GRACELAND UNIVERSITY YELLOWJACKETS



Check off each event as it happens, and win prizes!

<input type="checkbox"/> Foul called in last 5 minutes of half 25	<input type="checkbox"/> Total points in a game: 110 or more 19	<input type="checkbox"/> Total points in a game: 130 or more 21	<input type="checkbox"/> Player makes 3-pointer 11
<input type="checkbox"/> Player fouls out 28	<input type="checkbox"/> Dunk by home team 1	<input type="checkbox"/> Either team in the penalty 27	<input type="checkbox"/> Referee calls 3-second violation 29
<input type="checkbox"/> Home team steals ball 2	<input type="checkbox"/> Either team leads by 10 or more points 15	<input type="checkbox"/> Referee calls traveling 31	<input type="checkbox"/> Either team leads by 5 or more points 14
<input type="checkbox"/> Home team calls time out 34	<input type="checkbox"/> Player scores 25 or more points 13	<input type="checkbox"/> Total points in a half: 60 or more 17	<input type="checkbox"/> Total points in a game: 140 or more 22



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TO PLAY: All you'll need is a pen or pencil. When one of the 16 events listed on the front of this card occurs, check off that space. Prizes will be awarded for Single Bingo (one line, in any direction) and Blackout Bingo (full card). To verify your card, and claim your prize, please visit Fan Assistance. Thank you, and enjoy the game!

TWO WAYS TO WIN:

- 1. Single Bingo** (one line, in any direction)—the first three fans to earn a Single Bingo will win a prize. Plus, if you earn Single Bingo by the end of the half, visit Fan Assistance to enter the Single Bingo Drawing (one additional prize will be awarded).
- 2. Blackout Bingo** (full card, checking off all 16 events)—the first fan to earn a Blackout Bingo will win a prize (visit Fan Assistance to claim your prize). Plus, if you earn Blackout Bingo at any time, just bring your card to Fan Assistance to be entered into the special Grand Prize Drawing.

Basketball Bingo Lingo

Terms and definitions to help you understand and enjoy the game

3-point shot = a field goal worth 3 points because the shooter had both feet on the floor behind the 3-point line when the ball was released; also counts if one foot is behind the line while the other is in the air.

3-second violation = The paint is the area inside the lane lines from the baseline to the free-throw line. If an offensive player has a foot on or inside these lines for 3 seconds or longer, the player will be called for a 3-second violation. There is no restriction on the time that defensive players can occupy the paint.

Offensive rebound = a rebound of a team's own missed shot.

1-and-1 or 1-plus-1 = in college, a free-throw attempt awarded for certain violations that earns the shooter a 2nd attempt only if the first is successful.

Personal foul = contact between players that may result in

injury or provide one team with an unfair advantage; players may not push, hold, trip, hack, elbow, restrain or charge into an opponent; these are also counted as team fouls.

Possession arrow = in college, the possession arrow is used to determine which team's turn it is to inbound the ball to begin a period or in a jump ball situation.

Rebound = when a player grabs a ball that is coming off the rim or backboard after a shot attempt.

Shot clock = a clock that limits the amount of time that a team has to shoot the ball; 24 seconds in the NBA; in college, 35 seconds for men, 30 seconds for women.

Traveling = a floor violation when the ball handler takes too many steps without dribbling; also called walking.

Turnover = when the offense loses possession through its own fault by passing the ball out of bounds or committing a floor violation.



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