

SPORTSMANSHIP POLICY

By registering for the event, all players accept responsibility for their conduct at Winkler 3on3 Basketball Tournaments. The focus of the tournament must be on the enjoyment of the game in a fun, family-friendly environment rather than a strictly competitive atmosphere. Respect must be shown to opposing teams and tournament officials at all times. Winkler 3on3 reserves the right to disqualify and eject any individuals and/or teams that behave in an unsportsmanlike manner without a refund. All decisions made by tournament officials will be considered final.

RULES AND REGULATIONS

A. PLAY

1. Each team must have at least three, but no more than four players on their roster. All team members are required to provide their own jerseys (T-shirt, etc.). Please ensure that you have a dark and a light-coloured jersey. Please remember when choosing your attire that this event is family-friendly. Jewelry is not allowed during game play.
2. Teams must check-in at the registration table at least 30 minutes before their first game. Game day check-in begins at 8:30 a.m. on Saturday, August 9. Show up to check in regardless of weather. Waiver forms must be signed and submitted by each player (or guardian) upon check-in. Identification confirming a player's name and birthdate will be required by each participant upon check-in and may be requested by tournament officials at any time during the tournament.
3. Teams will be placed in the division their oldest player falls in. Teams who have registered in an incorrect division will be moved to the appropriate one. No roster changes are allowed after your first scheduled game.
4. **NO DUNKING IS ALLOWED.** Anyone caught dunking in warm up or game situations will be disqualified from further participation.
5. Substitution is unlimited, but permitted only when the ball is not in play.
6. To begin the game, a coin flip by the Court Monitor will determine first possession. The team winning the flip has the option to start the game with possession of the ball or defer possession to the opposing team. If the game goes into overtime, the team not starting regulation with possession shall begin with possession to start overtime.
7. The ball will change possession after all made baskets.
8. The ball will be "taken back" on EVERY change of possession. Failure to take it back will result in the loss of possession and the loss of any points resulting from that possession. ("Taking back" means BOTH feet and ball behind the 2-point line.) A violation occurs only when a shot is attempted prior to taking the ball behind the check line.
9. The ball must be checked by an opposing player before it is put into play following a score or any dead ball situation. This will take place at the top of the 2-point arc. The ball must be passed to a teammate to begin play.

10. TWO-POINT SHOT: Similar to the 3-point shot, a shot taken with both feet behind the 20 foot arc will count as two points. The 20 foot arc will be clearly marked on each court. Both of the shooter's feet must be clearly and completely behind the 20 foot arc line for the basket to count as more than one point. The Court Monitor will have the final say if there is any question.

11. Jump balls will go to the defense.

B. TIME

1. All game clocks will start at their scheduled time. Teams must check-in with the Court Monitor before play begins. Teams arriving later than five minutes after the start of their game will forfeit that game and register a loss. A game won by forfeit will result in a 21-0 victory for the team present at the court. Teams may start with only two players if need be, but a third player must be present by the end of the game to avoid a forfeit.

2. ALL GAMES will be to 21 points or 15 minutes, WHICHEVER COMES FIRST.

3. Stalling goes against the spirit of the game. An "unwritten 30-second shot clock" is in effect at all times, and may be enforced by the Court Monitor at their sole discretion. Court Monitors will verbally begin a 5 second countdown as a warning. Failure to attempt a shot resulting in contact with the rim will result in loss of possession. In addition, neither team can stall in a ball-check situation. If stalling occurs in a back-check situation, Court Monitors will give a verbal warning followed by a loss of possession if play doesn't continue. Any further instances of stalling will result in a team foul being assessed by the Court Monitor.

4. Timeouts are not allowed. The clock will be stopped if an injury occurs during the game.

5. If a game reaches the 15 minute limit and the teams are tied, the teams will play a sudden-death overtime with the team scoring first declared the winner. Possession in overtime is explained in Rule A6.

C. THE COURT

1. The top, sides, and bottom of the backboard are inbounds. All other parts of the backboard are out-of-bounds.

2. Boundaries vary from court to court and will be marked clearly. Check with the Court Monitor if you have any questions regarding court boundaries.

D. THE FOULS

1. Any player(s) violating the event sportsmanship policy or acting inappropriately may be suspended for the game or the tournament. Players ejected will be suspended for the following year's event.

2. Players are responsible for calling their own fouls unless a referee is assigned to their game. A foul during the act of shooting within the 20 foot arc resulting in a missed shot will receive one free throw shot. A foul during the act of shooting from outside the arc resulting in a missed shot will receive two free throw shots. A foul on any "made" basket will result in one free throw. Each "made" free throw equals one-point. A change of possession will result if the final free throw is made. If the free throw is missed, the ball will be live. If there is a dispute which needs to be resolved, request a Court Monitor

handle the situation. The Court Monitor's decision is final for the purpose of that game. During any settling of a foul situation, the game clock will continue to run.

3. Fouls will be recorded as team fouls. On fouls 7, 8 and 9, two free throws will be awarded. Any subsequent fouls will be ruled as technicals and will be awarded two free throws plus ball possession.

4. Unsportsmanlike Fouls will be assessed to actions that go against the fun, family-friendly spirit of this tournament. If a tournament official assesses an unsportsmanlike foul, two free throws plus ball possession will be awarded. In addition, the offending player will be removed from the game. In the event a second unsportsmanlike foul is committed by any player on the team, the offending team will be ejected from the tournament.

ANYONE INVOLVED IN A PHYSICAL ALTERCATION FOR ANY REASON WHATSOEVER OR BEHAVES IN A THREATENING MANNER TOWARDS TOURNAMENT OFFICIALS WILL BE EJECTED FROM THE TOURNAMENT.

E. MISCELLANEOUS REGULATIONS

1. This is a rain or shine event. Tournament organizers reserve the right to reduce the number of scheduled games due to inclement weather. Expect to play rain or shine. Games will be cancelled only if it unsafe to play. During inclement weather, please listen for updates from tournament officials. Depending on weather conditions, tournament organizers have the right to cancel the tournament at anytime due to safety precautions.

2. A player must leave the game when an abrasion has flowing blood. Once the flow has stopped and there is no chance of blood contacting other players, the player with the abrasion may re-enter the game.

ROUND ROBIN TIE BREAKER PROCEDURES

1. Head-to-head competition prevails. Example: If Team A and Team B have identical records after completing their regular schedules, and Team A defeated Team B in their meeting, then Team A wins the tiebreaker and the playoff spot.

2. If the previous method fails to break the tie, lowest points against prevails. Example: If Team A and Team B have identical records after completing their regular schedules, and Team A allowed their opponents to score more points than Team B in round robin play, then Team B wins the tiebreaker and the playoff spot.

3. If the previous two methods fail to break the tie, a coin flip will be used to determine who wins the playoff spot.