

## **SPORTSMANSHIP POLICY**

By registering for the event, all players accept responsibility for their conduct at the Harvest 3on3 Basketball Tournament. 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 all individuals at all times. Organizers reserve the right to disqualify and eject any individuals and/or teams that behave in an unsportsmanlike manner without a refund. All decisions made by Organizers 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 dark and light-coloured jerseys (T-shirt, etc.). Please remember when choosing your attire that this event is family-friendly. Jewelry is not allowed during game play and appropriate footwear must be worn.
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. Waiver forms must be signed and submitted by each player (or guardian) upon check-in. Identification confirming a player's name and birthdate may be requested by tournament officials at any time during the tournament and must be provided.
3. Teams will be placed in the division their oldest player falls in. Tournament Organizers will make any required changes in consultation with the team affected. No roster changes are allowed after a team's first scheduled game.
4. **NO DUNKING IS ALLOWED.** Anyone who chooses to may be disqualified from further participation.
5. Substitution is unlimited, but permitted only on dead balls prior to the check ball at the top of the arc.
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 the possession to overtime. If the game goes into overtime, the team not starting regulation with possession shall begin with possession to start overtime.
7. Following a successful goal, the defense that was scored on will take possession directly beneath the hoop in the no charge area. The ball is to be dribbled or passed outside the arc. The offense who just successfully scored is not allowed to play the ball directly underneath the hoop within the no charge area.
8. Following a dead ball, the ball must be taken to the top of the arc for a check ball between the offense and defense. Both feet of the offensive player must be behind the 2-point line and the ball must be passed to a teammate to begin play.
9. Following any defensive rebound or steal, the ball must be dribbled or passed outside the arc before the defense begins their offensive possession.

10. TWO-POINT SHOT: Similar to the 3-point shot, a shot taken with both feet behind the arc will count as two points. The 2-point arc will be clearly marked on each court. Both of the shooter's feet must be clearly and completely behind the 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, but a third player must be present by the end of the game to avoid a forfeit. If, as a result of injury, a team's roster is reduced to less than the minimum of 3 players, that team may continue the tournament at their discretion.

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 check-ball situation. If stalling occurs in a check-ball situation, Court Monitors will give a verbal warning followed by a loss of possession if play doesn't continue. Continued 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 and must notify the Court Monitor of all fouls unless a referee is assigned to their game. A foul during the act of shooting within the 2-point arc resulting in a missed shot will receive one free throw shot. A foul during the act of shooting from outside the 2-point 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 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 an outdoor event. Tournament organizers reserve the right to reduce the number of scheduled games due to inclement weather. Games will be cancelled only if it is unsafe to play. During inclement weather, updates will be given from tournament officials. Depending on weather conditions, tournament organizers have the right to cancel the tournament at any time 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.

Any FIBA 3X3 rules and regulations not mentioned in this document will be considered in effect as per FIBA's official rule book. Please speak to a Court Monitor or Tournament Organizer for any clarification.