

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. 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

Harvest 3on3 will follow FIBA 3x3 rules, with some exceptions.

Court and Ball	A regular 3x3 playing surface is 15 m wide by 11 m long. The facilities available will be used. A size 6 ball shall be used in all age categories.
Team Roster	4 players maximum - 3 + 1 substitute Note 1: Teams will be allowed to start with 2 players, but must have their 3 rd by game's end to avoid a forfeit. Note 2: Teams may continue with 2 players as a result of injuries. New players may not be added.
Referees and Minor Officials	A court monitor will be assigned and referees, if available, will be used. If referees are unavailable, players are expected to call their fouls with court monitors making rulings as they see fit.
Time-outs	None
Initial Possession	Coin flip Note: The team that wins the flip decides whether to take the ball or leave it, in order to get it in a potential overtime.
Scoring	1 point and 2 points, if scored behind the arc
Game Duration	15 minutes or first team to 21 points in regular playing time
Overtime	First team to score a basket wins the game
Shot Clock	Delay of game warnings will be given by the court monitor or referee with a verbal countdown starting at 5 seconds
Free Throw(s) following a shooting foul	1 free throw 2 free throws, if foul committed behind the arc
Foul Limit per Team	6 team fouls
Penalty for Team Fouls 7, 8, 9	2 free throws
Penalty for Team Fouls 10+	2 free throws + ball possession
Possession Following a Successful Goal	Defense possession directly underneath hoop Ball to be dribbled or passed outside the arc Offense not allowed to play ball directly underneath hoop (no charge area)
Possession following a dead ball	Check ball behind arc at the top
Possession following defensive rebound or steal	Ball to be dribbled or passed outside the arc
Possession following jump ball situation	Defense takes possession
Substitutions	In dead ball situations, prior to check ball