

3-ON-3 BASKETBALL Tournament Rules



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1. FACILITIES AND EQUIPMENT

The Sport & Social Club (SSC) rents all indoor facilities and gymnasiums from private facilities or from the City Recreation Department. As tenants, players must respect the standards and rules of each facility:

- Alcohol is strictly forbidden inside facilities or in parking lots.
- Caretakers must always be treated with respect.
- **Doors should never be propped open.**
- The Games Coordinator(s) will provide all necessary equipment for game play.
- Players must wear clean, non-marking running shoes. All players must bring an extra set of shoes to change into once they arrive in the facility.
- Players may choose to wear protective equipment such as knee pads. It will be up to the Games Coordinator's discretion to determine which protective equipment is allowed.

Facility Complaint Policy: Any player who causes the SSC to receive an official complaint regarding a facility is subject to a \$100 fine and possible suspension from the tournament and leagues.

2. GAMES COORDINATORS

A Games Coordinator (GC) is a part time employee hired by the SSC to facilitate games. **The GC is not a trained referee.** Players are expected to respect the GC, their opponents and the rules of the sport.

ROLES OF THE GC

- **Facility Liaison**
 - Act as the onsite contact, set-up and take-down required equipment
- **Game Facilitator and Mediator**
 - Start and end the game on time
 - Host pre-game and half-time meetings
 - Call violations and fouls that are missed by players, enforce the rules of the sport
 - Ensure both teams are abiding by the Sportsmanship policy, mediate disputes
- **Player Liaison**
 - Represent the SSC and act as a link between the players and the league
- **Game Reporter**
 - Record and announce the score throughout the game

3. SPORTSMANSHIP

The SSC encourages a 'fun-first, winning-second' attitude in all tournaments. All players are expected to abide by the SSC sportsmanship policies, including:

- Controlling emotions and actions at all times.
- Treating the facility, equipment, staff, other players, and coordinators with courtesy and respect.
- Avoiding retaliation under any circumstance.
- Providing feedback in a constructive manner to the GC and being open to feedback from the GC.

ZERO TOLERANCE POLICY

The SSC will remove players from a game if they are involved with any of the following acts:

- Swearing directly at another player, SSC staff, or anyone else present.
- Displaying disrespectful or threatening behavior.
- Intentionally pushing, shoving or making physical contact with another player.
- Making comments to instigate an altercation with another player.

In addition to being dismissed from the game, the player(s) or team may be removed from the tournament with no refund and future league suspensions may be issued.

REPORTING SPORTSMANSHIP CONCERNS

- If during the game there is a concern with the other team, the issue should be addressed respectfully with the opposing team captain at the appropriate time (during play on the sidelines or breaks in the game).
- If the issue still seems unresolved at the end of the game, captains should further discuss the issue with the SSC staff and opposing team captain.

EXPECTATIONS OF PLAYERS

- Basketball can be an intense and physical sport however, SSC Basketball must be played in a fun, non-threatening environment.
- Players should promote fun and safety throughout the game:
 - Let the GC know if you are enjoying an opponent, congratulate your opponent on fun and fair play throughout the game.
 - Teams are expected to cheer for their opponents at the end of a game. It is also encouraged to give an additional cheer for the GC and thank them.
- Players that are concerned about a player on the opposing team are required to talk to their team captain so he/she can address the issue with the GC at the appropriate time.
- Players are expected to act in a respectful manner if approached by a GC or an opposing team captain regarding their style of play and to make any requested changes.
- At any time, the GC may request your name or a name of someone on your team to record on the game report sheet. Providing a false name to the GC is a serious offence and will result in suspension from the SSC.

4. ROSTERS

Format	Total # of Players Required on the Court	Total # of Females Required on the Court	Total # of Males Allowed on the Court
All	3	1	2

The SSC welcomes people of all gender identity or expression. Minimum female player requirements are inclusive of anyone who identifies as a female (i.e. players who identify themselves as M and X will not count towards female player minimums).

- All players on the roster must have accepted their MySSC invite prior to the tournament.
- When competing in semi-finals and finals, all players on the court must have played at least 1 game with the team during the round robin.

5. TOURNAMENT SPECIFIC RULES

GAME FORMAT

ROUND ROBIN

- Scheduled game times will include a warm-up and half-time.
- All round robin games will be played to 21 points, winning by 2 points, or to when time expires, whichever comes first.
- If games reach the maximum time limit, the team ahead is the winner. The win-by-2 rule will not apply.
- Ties are allowed in the round robin.

PLAYOFFS

- Scheduled game times will include a warm-up and half-time.
- All round robin games will be played to 21 points, winning by 2 points, or to when time expires, whichever comes first.
- Ties are not allowed in the playoffs. If time is called and there is a tie, there will be a tip off at the top of the key and the first team to score will win the match.

GAME PLAY

GENERAL PLAYING GUIDELINES

- The home team will be decided at the start of each game by rock, paper, scissors. The home team will have the first possession.
- On any change of possession, the ball must be 'taken back'. In order for the ball to be 'taken back', both feet and the ball need to be outside the 20-foot arc. (e.g. If Team A shoots and Team B rebounds the ball, Team B has to 'clear' the ball at the arc before they can score. If Team A shoots and Team A rebounds their own miss, they can shoot again without 'clearing' the ball).
- Failure to 'clear' the ball will result in loss of possession and no points scored during that violation will be counted.
- After a basket is scored, the team that was scored on will take possession of the ball at the top of the arc (i.e. no 'make it, take it').
- Following each dead ball period (including the ball going out of bounds), the team about to put the ball in play must check the ball with a defensive player at the top of the arc. It is expected that checking the ball will be done in a sportsmanlike way. If it is deemed unsportsmanlike, the GC has the right to turn over the ball and reflect this in your spirit rating.
- Substitutions may be made after a basket, a free-throw, or an out of bounds play.
- There are no time outs.
- Dunking is not permitted.

SCORING

- Each successful basket inside the arc counts as 1-point and any successful basket scored outside the arc counts as 2-points.
- A successful free-throw attempt will result in 1-point being awarded.
- On 2-point shots, the shot must be taken with both feet completely behind the 20-foot arc in order for 2-points to be awarded.

VIOLATIONS

- Violations are intentional or unintentional rule infractions. Players are expected to call violations committed by themselves or their team. The GC will also call, confirm, or deny a violation against a player or team.
- Violations in SSC Basketball are infractions of the rules that result in a loss of possession.
- If a player commits a violation, that player or their teammates are expected to call it.
- The following are examples of violations:
 - *Travelling*: Taking more than two steps while in control of the ball without dribbling.
 - *Incorrect Pivot*: A player must have a consistent point of contact that remains planted on the court while holding the ball. If the player lifts their pivot point or changes their pivot point and they have not passed the ball or started dribbling, this would be incorrect and considered travelling.
 - *Possession of the Ball on the Ground*: If a player gains possession of the ball while seated or lying on the ground, the first point of contact is considered their pivot point. They must not remove that pivot from the court, or this will be considered travelling.
 - *Goaltending*: When a player touches the ball while a shot attempt is above the level of the rim and on a downward flight to the basket.
 - *Kicking the Ball*: Players can not intentionally kick the ball with any part of their leg or foot. To come unintentionally into contact with or touch the ball with any part of the leg or foot is not a violation.
 - *Stalling*: If a team is not sufficiently trying to attack the basket and is taking longer than 30-seconds to take a shot, the GC will give them a warning. On the second violation, the other team will be awarded the ball behind the arc. In addition, no team is permitted to stall during a ball-check situation.
 - *Jump/Held Ball*: Any jump/held ball will result in possession for the defensive team.

FOULS

- Fouls in SSC Basketball tournaments are assumed to be non-malicious infractions that occur during normal play in a game. Any actions that appear to be intentionally threatening or dangerous will result in penalties or ejections.
- The GC does not keep a traditional count of fouls against individual players or teams. Therefore, each player and team has the responsibility to self-manage their actions.
- Players repeating fouls in a game are subject to penalties or ejections from the GC.
- A free-throw results from a foul when defensive interference occurs while the offensive player is in the act of shooting. One of the two scenarios will occur as a result:
 - *Ball goes in on shot*: When a player is fouled while shooting the ball and they make the shot, the basket will count and the shooting team will retain possession of the ball. They will get the ball outside the arc.

- *Ball misses on shot:* When a player is fouled while shooting the ball and they miss the shot, the player will go to the free-throw line and shoot once (worth 1-point if the foul is committed inside the arc, and worth 2-points if the foul is committed outside the arc). This foul shot will be taken 'technical free-throw' style (no rebounding, the ball is not live off of a miss, etc.). The defensive team will take possession after the free-throw and get the ball at the top of the arc.
- *Defensive Interference*
 - A defensive player may not:
 - Use their hands to grab, push, reach across, or obviously interfere with a ball carrier via physical contact.
 - Bump up against an opponent or straddle the legs of an opponent who has the ball raised for an attempted pass or shot.
 - Jump into the path of a moving opponent – they must have both feet planted on the ground before an opponent reaches their position on the court.
 - A player descending from a rebound attempt and making contact with an opponent with their elbows or other body parts.
- *Offensive Interference*
 - A player descending from a lay-up or rebound attempt and making contact with a defensive player with their elbows or other body parts.
 - *Charging:* A player who is dribbling the ball and runs into an opponent who is stationed squarely in front of them, with both feet on the ground.
 - *Moving Screen:* Any pick-play where the offensive player without the ball is still moving as they make contact with a defensive player.
- *Holding*
 - Players may not use an arm or hand to impede another player.
- *Multiple Offense Rule*
 - The GC may eliminate any player from a game or the remainder of the tournament if they feel that a player is continually abusing the rules and the spirit of the game.

6. REPORTING AND STANDINGS

After each game/match, both captains must ensure that the scores are written on the appropriate standings print-outs provided by the SSC. Teams that do not report scores will receive a zero for that game/match.

HOW TEAMS ARE RANKED

At the end of the round robin, teams will be ranked based on the criteria below:

1. Matches points are derived from 2 points for a win, 1 point for a tie and 0 points for a loss. Actual spirit points are then added to your match points for wins, ties and losses to result in your total points (Games Coordinators will award a 1, 0 or -1 to each team following the match).
2. Differential of points scored vs. points allowed.
3. Results in the match versus the team you are tied with (if applicable).
4. Rock, paper, scissors.

7. WEATHER

The SSC does not cancel any indoor games due to inclement weather. The only time that games would be cancelled is if the facility is closed. Teams would be contacted in that scenario.