

# School Championships Qualifiers

## Basketball



**Special  
Olympics**  
*Ontario*

 **School Championships  
Qualifiers**

### Game Day Technical Package

Competition Rules

Game Day format

2017/2018 Season

**Special  
Olympics**  
*Ontario*



# Youth Basketball Competition 3-on-3 Rules

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## Divisioning

1. The Head Coach must submit the scores from both of the Basketball Skills Assessment Tests (BSAT), e.g., dribbling and perimeter shooting, for each player on his/her roster a minimum of 10 days prior to competition.

OR

Confidently complete the team ranking during online registration

2. Teams are grouped in divisions according to their ranking.
3. Each team will be required to play all team members in all games.

## Team and Players

1. A team may have up to five players, which includes three starters and two substitutes.
2. Half-court basketball is a game of three-on-three. Each team must start the game with three players or forfeit the game. If a team falls below three players once the game has started due to injury, the team will be permitted to continue with two players on the floor. If a team falls below three players due to player ejection, the team will forfeit that game.
3. All teams must supply their own uniforms. 'Basketball' jerseys are preferred; however t-shirts are permitted as long as all uniforms are identical for all players. Numbers on uniforms are not required.

## The Game

1. The game will be played for 20 minutes or until one-team scores 20 points. A made field goal from any area on the court will count for two points.
2. There will be a running clock applied for the full 20 minutes. The clock may stop at the referee's discretion (e.g. if the ball needs to be retrieved from another court.)
3. The game will start with a flip of a coin for possession. There is no jump ball. All jump balls will be administered by alternate possession, starting with the team which loses the flip of the coin.
4. The winning team is the first team to score 20 points or the team with the highest score after the 20-minute game.
5. All games will be played with a 28.5 sized basketball.

## Competition

1. The referee will handle the ball on all out-of-bounds plays.
2. The ball is dead after a foul or violation is called, a field goal is made or any other time the referee blows his/her whistle.
3. Teams change possession of the ball after made field goals. However, if a player is fouled in the act of shooting and makes the basket, the field goal is credited, and the offended team retains possession of the ball.
4. The throw-in spot for all non-shooting fouls (fouls, violations, out-of-bounds, made field goals, timeouts) will be at the top of the key (behind the 3 point line). The player inbounding the ball at the top of the key must make one pass before any scoring attempt can be made. **No free throws will be permitted.**
5. For all shooting fouls, the ball will be inbounded along the base line at a designated spot.
6. On any change of possession, the team which just gained possession of the ball must take the **ball back behind the foul line extended** before shooting. In taking the ball back, either the ball or the foot of the player in possession must touch the foul line extended or the area behind it.
7. A violation/foul has occurred when the defense who has just gained possession of the ball attempts a field goal without taking it back behind the foul line extended. This foul will result in loss of possession for the offending team.
8. Substitutions may be made on a dead ball. When one team makes a substitution, the other team must be given an opportunity to substitute as well. Players entering the game must report to the scorer's table and be beckoned into the game by the referee.
9. **One 60-second timeout is allowed per team.** When a timeout is called, the clock will be stopped. A player injury timeout may be called by the referee. The referee may stop the clock at his/her discretion and is advised to do so at any time. For example, allowing the clock to run when the ball bounces well out of play gives one team an unfair advantage. Consequently, the clock should be stopped.
10. A held ball is called when opposing players have one or both hands so firmly on the ball that possession can be gained only by force. The ball is awarded on the basis of **alternate possession**. First possession is granted to the team that loses the coin toss at the start of the game.

## Fouls and Penalties

1. A foul is an infraction of the rules involving personal contact with an opponent or unsportsmanlike behaviour. It is charged against the offender.
2. There are no individual or team foul limits in 3-on-3 half-court competition. However, misconduct will result in a warning to the player and coach. Continual misconduct or flagrant and intentional fouling will result in player ejection.
3. An offensive player, including the shooter, may remain in the free throw lane for no longer than three seconds. The penalty for this infraction is loss of possession.
4. A player making a throw-in shall have five seconds to release the ball. The penalty for taking more than five seconds shall be loss of possession.

## Points of Emphasis

1. It is a violation for player to “double dribble”.
2. Concerning optional adaptations: A player may take two steps beyond what is allowable. However, if the player scores, “travels,” or escapes the defense as a result of these extra steps, an advantage has been gained. A violation is called as per the official’s discretion.

## Tournament Format

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- Round Robin Format with 3 points for a win, 2 points for a tie and 1 point
- No playoff games will be played
- NO overtime in round robin (ties will stand).
- *One 60 second time out will be permitted per team*
- Substitutions must wait at scorekeeper table before being called onto the court
- Tie breakers to be determined in succession:
  - Highest game points
  - Lowest points against average
  - Highest points for average