

Southern Alberta Summer Games



3 ON 3 BASKETBALL

Date: April 9th, 2024

Date: Wednesday, July 3rd to Thursday, July 4th

Time: Check in: TBD Start Time: TBD

Location: NEW Coaldale Recreation Centre (official name coming soon)
2600 16th Ave, Coaldale

Regional Representation:

Two teams per region, per event.

Participants are allowed to play in one age group, plus on open (18 and over) event only

Format:

Minimum of 4 teams per age/gender group.

All teams will play a round robin format against teams from within their division. The top 4 teams in each division will play off in single elimination games with the top 2 advancing to the division championship game.

Events and Age Groups:

All ages as of December 31st of current year.

All age categories have male and female categories:

U12 – 11 to 12 years old

U14 – 13 to 14 years old

U16 – 15 to 16 years old

U18 – 17 to 18 years old

18+ – 19 years and older

Rules and Regulations:

1. FIBA 3X3 Official Rules will be followed, unless otherwise stated.
2. The Host Chairman reserves the right to change the format of the tournament dependent depending on the number of teams registered.
3. All participants must be present at the check in time stated on the schedule.
4. Every athlete must be able to produce appropriate identification at all times.
5. All teams should be made up of 4 members (1 substitute) as no player substitutions or un-registered players will be allowed. All players must meet the required age restrictions for the division in which they are participating.
6. Games will be played first to 21 points with a maximum of 20 minutes run-time. If no team has scored 21 points by the end of the 20 minutes, the current score will be recorded. Depending on the number of participants, games in some divisions may be played to 15 points with a maximum



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of 15 minutes run-time. Playoff games will have a time limit of 30 minutes.

7. In the event of a tie, and time expires, an additional 5 minutes of play is allowed.
8. A basket made within the arc (20 feet) scores 1 point. 2 points are awarded for shots behind the arc (over 20 feet). A single point can also be made by making a free throw on a shooting foul situation. The first team to reach 21 points, or has the highest score after 20 minutes of playing time wins the game. Playoffs and finals follow the same scoring.
9. A coin flip will determine which team gets the first possession.
10. Teams are entitled to take a 1 minute time-out each game. The twenty minute run time will stop during timeouts.
11. Court monitors will be present at all games in place of referees. Court monitors will track scores on a flip card.
12. Team captains of the winning team will bring a filled in scorecard to the score keeper's table immediately following the game.
13. Possession of the ball rotates after each basket. All baskets, dead balls, including a foul shot, foul and out of bounds begin play at the 3 pt. line on top of the key where the ball is "checked" by the opponent prior to play. Play begins as soon as the player with the ball dribbles, shoots or passes to a teammate.
14. When possession changes on a missed shot (including air balls), the ball must be cleared beyond the 3 pt. line. No check is required before play resumes. On a missed shot that is recovered by the offensive team, no clearing is required. In a jump ball situation the ball goes to the defensive team.
15. Players are responsible for calling their own fouls. On non shooting defensive fouls, the offensive team will regain possession of the ball and re-check the ball outside the 3pt. line. On all shooting fouls, the fouled shooter will be given one free throw attempt if the shot was attempted within the three point arc, or two free throws if outside the 3 point arc. When fouled and the basket is scored, 1 or 2 points will be awarded, as well as 1 free throw. There is no line up during a free throw attempt and the defensive team gets possession whether the free throw is scored or not. On offensive fouls, the defensive team gets possession of the ball.
16. During division championship games each player is limited to 3 fouls. On the 4th foul, the player is eliminated from the game.
17. Teams may substitute any registered player on any dead ball situation regardless of ball possession. Once the ball is "checked", no substitution will be allowed. No team may substitute players that are not registered members of their team prior to the beginning of the tournament play even if a team member becomes injured. Teams may not play with less than 2 players on the court.



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18. Teams advance to the “final four” by becoming one of the top four teams in their division through tournament play. In the playoffs, the top seeded team will play the fourth seeded team. The second seeded team will play the third seeded team. Winners advance to the final. If the number of entries in the division requires a split, the top 2 teams in each pool will play off (A1 vs B2, A2 vs B1) with the top 2 advancing to the final. Ties will be broken with a 3 way tie pool - points for and against from the games played including tied teams.
19. Out of bounds is the total half court boundary.
20. Coaching is permitted only during a time out.
21. If a player is cut and bleeding on the court, the game will be stopped until such time as the player is subbed out or the injury is cleaned up, covered and soiled clothing is changed.
22. Boys U15, Boys U18, and Mens 18 and over will use a size 7 basketball, all other age groups will use a size 6 basketball.
23. The Southern Alberta Summer Games has a Zero Tolerance Harassment Policy. If a competitor, coach, parent, or spectator is abusive in any way towards officials, other competitors, or volunteers, they will immediately be ejected from the competition.

Registration Deadline:

Registration Deadline as designated by your Regional Director

All registrations are done through your Regional Director, who will determine the Regional Deadline. The registration fee must also be submitted to your Regional Director. ***Signed consent forms must accompany the waivers.***

No late registrations will be accepted.

Events will be canceled if there is only one team registered. Should any event be canceled due to lack of registrations, the athletes being affected by the cancellation will be given an opportunity to re-register in another suitable category provided that event is scheduled to run.