



Start of the Game

Paper-Scissors-Rock will determine who starts with the ball.

The game to commence with a check ball situation.

The “check ball”

The ball to start at the top of the 3pt arc. Defensive player to pass ball to offensive player from 1 meter distance (approx.). Once the offensive player has received the ball the play can commence.

Defense-Offense Transition

The ball must be cleared behind the 3pt arc (both feet) to establish the team as the attacking team (offensive team).

After a made basket

The non-scoring team shall resume play with a check ball situation from the top of the 3pt arc

Following an offensive rebound

Play continues.

Following a defensive rebound or turnover

The ball must be taken behind the 3pt arc (both feet) to establish the team as the attacking team (offensive team).

Dead-ball situations

When the ball goes out of bounds, a violation has occurred or a non-shooting foul has been called, play will resume with a check ball situation.

Jump-ball situations

In the event of a jump-ball situation, the defensive team will resume play with a check ball situation.

Scoring

3pt Field Goal = 2 points

2pt Field Goal = 1 point

Free Throw = 1 point

Shooting fouls

A player fouled in the act of shooting with the shot being unsuccessful will be awarded 1 free throw (no rebounding situation). The offensive team will resume play with a check ball situation.

A player fouled in the act of shooting with the shot being successful will be awarded the 2 points and 1 free throw (no rebounding situation). The defensive team will resume play with a check ball situation.

Game Provisions

- The game will be played for **10 minutes** or the first to 21 points (whichever is first).
- The clock does not stop.
- There is no shot clock in play. However, at the discretion of the Referee, they may warn the attacking team before verbally counting down a 5 second “shot clock”.
- Teams are encouraged to attack/score at all times.
- There is no provision for timeouts.
- Substitutions are permitted whenever there’s a check ball situation.
- All games must commence and be completed with a minimum of 2 players.
- 1 point per minute or part thereof will be awarded to the opposition team for late starts.
- Free throws awarded as follows:
 - 7 team fouls = 2 free throw attempts
 - 10 team fouls = 2 free throw attempts + possession
- No personal fouls are recorded, however technical and unsportsmanlike fouls still apply.
- Any player disqualified (this does not apply to players who foul out) from a game may not take any further part in the tournament.
- Each Team to supply a Scorer.
- Ball size:
 - U10, U12 & U14 Boys + All Girls competitions = Size 6
 - U16 & U18 Boys competitions = Size 7
- Key violation:
 - U10 & U12 = 5 seconds
 - U14, U16, U18 = 3 seconds
- Free throw line:
 - U10 & U12 = short line free throw line
 - U14, U16 & U18 = regular free throw line