

Competitive Boys				Recreational Boys				Recreational Girls			
1	Mills Haven 1	4	Ecole Campbelltown 1	7	A.L. Horton 1	13	Bruderheim 1	18	Mills Haven 2	24	A.L. Horton 3
2	Ecole Campbelltown 2	5	Glen Allen 1	8	Pine Street 1	14	Pine Street 2	19	Ecole Campbelltown 3	25	Ecole Campbelltown 4
3	Heritage Hills 1			9	Woodbridge Farms 1	15	A.L. Horton 2	20	Pine Street 3	26	Heritage Hills 3
				10	Heritage Hills 3	16	Glen Allen 2	21	Bruderheim 2	27	Lamont 4
				11	Lamont 1	17	Lamont 2	22	Glen Allen 3	28	Uncas 2
				12	Uncas 1			23	Lamont 3	29	

Court 1			
Time	Team	v	Team
8:00	2	v	5
8:30	9	v	10
9:00	19	v	22
9:30	3	v	1
10:00	8	v	9
10:30	23	v	21
11:00	4	v	2
11:30	12	v	8
12:00	22	v	20
12:30	5	v	3
1:00	11	v	12
1:30	21	v	19
2:00	1	v	4
2:30	10	v	11
3:00	20	v	23
3:30	Comp 1 vs Comp 2		
4:00	15		9
4:30	25		20

Court 2			
Time	Team	v	Team
8:00	3	v	4
8:30	14	v	17
9:00	20	v	21
9:30	4	v	5
10:00	15	v	13
10:30	19	v	20
11:00	5	v	1
11:30	16	v	14
12:00	23	v	19
12:30	1	v	2
1:00	17	v	15
1:30	22	v	23
2:00	2	v	3
2:30	13	v	16
3:00	21	v	22
3:30	Comp 3 vs. Comp 4		
4:00	16		8
4:30	26		22

Court 3			
Time	Team	v	Team
8:00	7	v	12
8:30	15	v	16
9:00	25	v	28
9:30	7	v	11
10:00	16	v	17
10:30	26	v	24
11:00	7	v	10
11:30	17	v	13
12:00	27	v	25
12:30	7	v	9
1:00	13	v	14
1:30	28	v	26
2:00	7	v	8
2:30	14	v	15
3:00	24	v	27
3:30	13		11
4:00	17		7
4:30	27		21

Court 4			
Time	Team	v	Team
8:00	8	v	11
8:30	18	v	23
9:00	26	v	27
9:30	12	v	10
10:00	18	v	22
10:30	27	v	28
11:00	11	v	9
11:30	18	v	21
12:00	28	v	24
12:30	10	v	8
1:00	18	v	20
1:30	24	v	25
2:00	9	v	12
2:30	18	v	19
3:00	25	v	26
3:30	14	v	10
4:00	24	v	18
4:30	28	v	23

Bev Facey Elementary 3 on 3 Basketball Tournament

Tournament Philosophy:

Exposing as many students as possible to the sport of basketball.

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All divisions are about encouraging sportsmanship, fairplay and fun. The competitive division is about matching like skilled players, not about winning or losing games.

Tournament Rules:

Play will consist of a 3 on 3 Cross Court (2 10 ft. baskets) format.

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Size 6 ball will be used for both girls and boys games.

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No three (3) point line.

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Game Timing 18 min - Consisting of six (6) shifts of three (3) minute run time. Whatever remaining time before the next game is available will be used to warm-up. No Half-Time will be given.

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At the completion of each three (3) minute shift the game clock horn will sound to mark the end of the shift. All players on the floor will head to their team's bench and different players from each team will take the floor and start a new three (3) minute shift.

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All players must come off the floor at the end of each shift and new players from each team must enter the game at the start of each new shift. Exceptions to this rule are allowed if a team has less than six (6) players available to play, then coaches must substitute all available players on the bench at each shift change. Players can only be on the floor for a maximum of two (2) shifts in a row when teams have less than six (6) players available to play.

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There will be a jump ball at the start of the game. Alternating possession rule in place to settle all jump ball situations. This includes the 3-minute substitution changes. Following a substitution change the ball should be administered at half court based on alternating possession (same as the standard start of the quarter).

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Coaches will not be allowed to make any substitutions during dead ball situations unless it is for injury or emergency situations. (In very rare instances coaches can make substitutions to deal with discipline issues with regards to their players.)

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A tied games will remain as tied.

Fouls/Shooting Fouls

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If a player gets fouled in the act of shooting the team will automatically receive 2 points.

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If a player gets fouled in the act of shooting and scores the basket, the team will receive 3 points.

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In both scenarios the game will proceed as if a basket was made and the other team will inbound the ball on the baseline

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Exception: Bonus – If a team reaches eight (8) fouls in a game the automatic point rule remains and now the fouled team retains possession,

Half Court Violations:

There will be no half-court violations (no 10 seconds to get the ball over or over and back rules). Teams will have a roughly 30 second shot clock that will be used at the refs discretion. Once the ref thinks that 20 seconds has elapsed they will be given a "10 second" warning.

- Teams are not permitted to play half court zone defense at any time during the game, but they are allowed to switch checks on screens. Defensive players are required to play one-on-one defense. Each defensive player must be responsible for guarding one offensive player. No specific distance is stated for the purpose of guarding an offensive player. If an offensive player moves from one ball side to non-ball side, or vice versa, the defensive player must move to the same side of the floor as well. A defensive player must move when the offensive player they are checking makes a legitimate offensive move such as setting a screen. A Player may leave his/her check to help on a player with the ball that is attempting to score and is in the paint/key. If the player who had the ball passes the ball to another offensive player, the defensive player must return to guard his/her offensive player. Two or more defensive players may not double-team an offensive player who is not in possession of the ball. Double teams are only allowed on a player in possession of the ball who is attempting to score and is in the paint/key. A warning will be issued for the first violation of this rule and subsequent violations may be penalized with a technical foul (1 point awarded plus the team with the ball maintains possession), issued to the Head Coach.

Teams may not employ a full court press. The definition of a full court press is the defensive team attempting to take the ball away from the offense by pressuring the ball once possession has clearly been established. Going for a loose ball or offensive rebound is not a full court press, but once the defense has established possession of the ball the offense, and now the defense as a result of loss of possession, must retreat to half court.