

Hoop It Up – Red River Exhibition Park, Winnipeg

May 20-21st , 2023

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Participant Eligibility

Participants must play within the age categories below.

Age Categories

	Male	Female
10U (9-10 years old)	Yes	Yes
12U (11-12 years old)	Yes	Yes
14U (13-14 years old)	Yes	Yes
16U (15-16 years old)	Yes	Yes
18U (17-18 years old)	Yes	Yes
19+* (19-30 years old)	Yes	Yes
31+	Yes	Yes
ProAm (18+ years old)	Yes	Yes

Note: All ages are as of May 20, 2023.

*A college recruit who may only be 18 at the time of the tournament is allowed to play in the 19+ category with permission from MASRC.

Game Composition

Athletes

Minimum number of athletes per team – 3

Maximum number athletes per team – 5

*ProAm Teams are permitted a maximum of 4 athletes on each roster as per FIBA rules. No exceptions will be made to accommodate a roster larger than 4 athletes.

Coaches

Coaches will only be allowed for teams of the 10U and 12U divisions. These divisions may only have 1 coach per team.

A parent of the same gender as the team competing must be present at the time of competition.

Referee

For all divisions below ProAm, one referee is needed.

The ProAm division requires two referees.

Time Clock/Score Keeper

One time keeper is needed to operate the clock and to track the game score on the official FIBA 3X3 game sheet. Two time keepers are recommended. However, out of necessity, the referee can track the game score while officiating. The only exception is the ProAm court, which requires 2 volunteers at minimum to operate the clock, shot clock, and game sheet.

Divisions

The following table outlines the divisions available for this tournament.

	Male	Female
10U (9-10 years old)	Yes	Yes
12U (11-12 years old)	Yes	Yes
14U (13-14 years old)	Yes	Yes
16U (15-16 years old)	Yes	Yes
18U (17-18 years old)	Yes	Yes
19+* (19-30 years old)	Yes	Yes
31+	Yes	Yes
ProAm (18+ years old)	Yes	Yes

Equipment

Divisions 10U-31+

1. Basketballs:
 - All divisions will use the official 3X3 basketball for competition.
 - Teams are permitted to warm-up with their own basketballs, but must use the 3X3 basketball for game play.
2. All athletes/referees must wear non-marking shoes if tournament is moved indoors.
3. Reusable water bottles - fill station is available.
4. Teams must all come prepared with a home and away colour uniform, if not wearing the jerseys provided. The team must all wear the same colour during games.

ProAm

1. Basketballs:
 - MASRC will provide the official 3x3 ball for warm-up and competition
2. All athletes/refs must wear non-marking shoes if tournament is moved indoors.
3. Reusable water bottles, fill station is available.
4. Teams must all come prepared with a home and away colour uniform, if not wearing the jerseys provided. The team must all wear the same colour during the games.

Competition Format

All Divisions (excluding ProAm):

There will be a minimum of three (3) teams needed to host a division. All teams will be separated into pools, with each team required to compete against other teams within their pool. There will be a minimum of (1) pool, but no maximum. Cross pool play will come into effect during playoffs, whereby the winner of each pool is seeded according to points accumulated during round-robin play.

ProAm Division:

The ProAm Division is invite-only. There will be a minimum of eight (8) teams needed. A maximum number of teams will be decided by the tournament organizer, capacity, and resources required. In order to be invited to compete in the ProAm division, teams must have a minimum of 1 Indigenous (First Nations, Inuit, Métis) person (25%) on their roster capable of proving status, or have been invited to compete given their participation in recognized leagues, tournaments or events. Priority will be given to teams with rosters that are 50% (2) Indigenous. Teams will be separated into pools, with each team required to compete against other teams within their pool. There will be a minimum of one pool to a maximum decided by the factors listed above. Cross pool play will come into effect during playoffs, whereby the winner of each pool is seeded according to points accumulated during round-robin play. The ProAm format and seeding can mimic other FIBA 3X3 events and is at the discretion of the tournament organizer.

General Competition Structure & Rules

Game Format

The ProAm division

Will be played following FIBA 3X3 rules. Warm-up will be five (5) minutes. Each game is ten (10) minutes in length and stop-time. The first team to 21 points wins the game, or the team with the most points at the end of regulation, wins. The ProAm division uses a 12-second shot clock to be kept by either the referee or the time keeper, and is dependent upon technology available at the venue. The ProAm division follows FIBA rules, which can be found here: <https://fiba3x3.com/docs/fiba-3x3-basketball-rules-full-version.pdf>.

All Divisions (excluding ProAm)

All divisions (excluding the ProAm division), will have a 5-minute warm-up. These games will consist of 20 minute run-time games or the first team to score 21 points in regulation time, whichever comes first. There is no shot clock, however, stalling is prohibited. In the event stalling occurs, the referee can implement a 30 second shot clock. If the ball does not hit the rim as the clock expires, a change of possession will occur.

Initial Possession

All games begin with a coin toss facilitated by the referee. The team that wins the coin toss has the option of beginning the game on offense or defense. If the team chooses to begin on defense, they then secure the ball on offense in over time.

Time-Outs

Each team is allowed one (1) 30-second timeout per game, to be called by a player or substitute at any time when the ball becomes dead, before a free-throw or check-ball. The clock stops during the time-out. Substitutions are permitted during a time-out.

Substitutions

Substitutions can occur during dead ball situations (i.e. fouls, out of bounds) and before a check-ball. Players must enter the game directly from their team bench area and to the top of the court.

Starting Possession/ After a Dead Ball

Each game begins with a check ball. A proper check ball by the defender ensures the offensive player can catch the basketball with two hands, if they so choose. Once the offensive player retains possession of the basketball, the clock begins and the game is live. A proper check ball is at the discretion of the referee. After a dead ball (i.e. foul, out of bounds), the offensive teams begins their ensuing possession with a check ball.

An improper check ball will result in a warning from the referee. Failure to check the ball properly and thereby compromise the integrity of the game, may result in a change of possession or technical foul. Such response is at the discretion of the official.

Game Flow

The 3X3 game is played with continuous movement. After the offensive team scores, the defensive team is required to collect the basketball from inside the charge circle. They are now the new offensive team, and the team that scored is on defense. The new defensive team is not permitted inside the no charge semi-circle. The new offensive team must either dribble or pass the basketball from the semi-circle outside of the arc. Again, the ball must be cleared before every new offensive possession by placing one foot minimum beyond the arc. All divisions play according to these FIBA principles.

Scoring

All points scored inside the arc are worth one (1) point, including free-throws. All baskets scored beyond the arc are worth two (2) points.

Free-Throws

If a player is fouled in the act of shooting, below the arc, they are awarded 1 free-throw.

If a player is fouled in the act of shooting beyond the arc, they are awarded 2 free-throws.

If a player is fouled and they score their basket, they are awarded 1 free-throw.

The game is live after the last free-throw, regardless of whether it is made or missed. The new offensive team must clear the ball by establishing one foot over the arc. A proper clearing of the ball means one foot is completely over the arc. If the team that is shooting the free-throw retains possession, they have the opportunity to try and score the basketball. They do not have to clear the basketball.

Fouls

There are no individual fouls. Only team fouls are given. There is a limit of 6 team fouls. If a team acquires 7 team fouls, they are in the penalty. Because of their infraction, the opposing team will shoot 2 free-throws. This

procedure will be followed for fouls 8 and 9. However, if a team accumulates 10 or more team fouls, the penalty increases. Now, the opposing team is awarded two free-throws and possession of the basketball.

Tie-Breaking Rules

Each team receives two (2) points for a win and zero (0) points for a loss. Ties are not permitted. Following FIBA rules, an overtime period is allowed if a game is tied at the end of ten minutes or regulation game time. The first team to score two (2) points wins in overtime. For an overtime win, a team receives (2) points, for an overtime loss, a team receives (1) point.

Default Rule

If a team is not on time for their game, the designated game time will begin at its scheduled time. The team that is already present may continue to warm-up for an additional 5-minutes. After those 5-minutes if the opposing team still is not present, they forfeit and the team that was present wins by default.

Awards

The winner of each category will be awarded a prize (i.e. medal, t-shirt, pin, etc.). Each team-member will be awarded one (1) prize up to a maximum of five (5) prizes. Such prizes will be decided closer to the tournament date and announced on all social media channels. Additionally, the winner of each division earns the right to compete at Hoop It Up (HIU) Nationals. The cost of registration is waived by the MASRC for winning their division; however, the cost of travel, accommodations, and food, are the responsibility of the winning team.

ProAm

The winner of each category will be awarded a prize (i.e. medal, t-shirt, pin, etc.). Each team-member will be awarded one (1) prize up to a maximum of four (4) prizes. In addition, winner of the ProAm division will be given the opportunity to compete at Hoop It Up (HIU) Nationals. The cost of registration and travel will be paid for by the MASRC, however, accommodations, food, and any outlying costs not directly related to travel will be the responsibility of the winning team.

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