

RULES OF THE GAME

- Each team consists of three players and one substitute.
- Each team is guaranteed 3 games.
- Pool play tie breakers are determined by head to head matchups. Second tie breaker is point differential and third is coin flip.
- The top two teams from each pool will move on to the 8-team single elimination bracket.
- The game is played on a half-court, with one basket.
- A shot clock will not be used. Discretion of ref; cannot hold ball while winning at the end of the game. Must keep moving the ball.
- A jump ball is not used to start the game. Instead, a coin toss is held immediately before the game. The winning team can choose to take possession of the ball at the start of the game, or take the first possession of a potential overtime period.
- There are no jump balls at any time in the game; In any held ball situation, the defensive team is granted possession.
- There will be make it take it. The offensive team retains possession after a made basket or a shooting foul has been committed resulting in free throws. Gameplay will restart with the defensive team exchanging the ball with the offensive team behind the arc. **PLAY DEFENSE!**
- Every successful shot inside the arc is awarded one point, while every successful shot behind the arc is awarded two points.
- The game is a single period of 15 minutes with sudden death at 21 points. The winner is the first team to score 21 or the team with the highest score at the end of the 15 minutes. A tie in regulation leads to an un-timed overtime period, which is won by the first team to score two points in overtime. Example: If a game is tied at 20 at the end of regulation, reaching 21 does not end the game.

- Game play starts with the defensive team exchanging the ball with the offensive team behind the arc. This exchange is also used to restart the game from any dead ball situation. If a technical or flagrant foul has been committed, the non-fouling team will receive the exchange after their free throws have been shot.
- If the defense gains possession of the ball within the arc, by a steal, a block or a rebound, the team must move the ball behind the arc before being allowed to take a shot.
- No dunking will be allowed.
- Substitution can occur only in a dead ball situation and the substitution becomes official once action from the referee is made.
- Each team is allowed one timeout (The officials may still stop the game in case of player injury or other dangerous situations, as in the standard FIBA rules).
- A player who commits two unsportsmanlike fouls is disqualified.
- Fouls during the act of shooting inside the arc are awarded 1 free throw, whilst fouls during the act of shooting behind the arc are awarded 2 free throws. However, team fouls of 7 or greater result in the opponent being awarded 1 free throw and possession.
- Technical fouls (including unsportsmanlike fouls) result in two free throws plus possession of the ball.