

Traditional Sports: School Championships

Basketball UCS Qualifiers

Equipment

- All teams must supply their own uniform.
- Game balls will be supplied by SOO.
- Indoor running shoes are required for play.

Divisioning

- All teams are assigned to play teams of similar ability.
 - Coaches will fill out a team ranking assessment at registration and can use our [Skill Assessments](#) as a guide.
- Team rankings (A,B,C,D and selected classification are used to establish division.
- Schools may enter the development, recreational or competitive category.
 - **Developmental** (if venue capacity): For beginners not ready for games, focused on fun and skill-building.
 - **Recreational:** For new athletes playing for enjoyment, not aiming for championships.
 - **Competitive:** For mid-to-high skill athletes intending to qualify for School Championships.

The Game

- **Games are 3 on 3.**
- The game is played on an indoor basketball court (half court).
- Games are 20 minutes long, broken into two 10-minute halves:
 - Includes a 2-minute halftime and a running clock.
- Each team may use one, 1-minute timeout per game.
- **A minimum of 3 players is required to play and teams can have a max of 6 players.**
- There will be no overtime.
- Tie breakers are based on the following in succession game points (wins, ties), lowest points against and random computerized draw.

Competition

Objective: to score more baskets than your opponents.

- The game begins with a coin toss for possession of the ball.
- The ball is dead after a field goal is made, a foul is called or at the discretion of the referee.
- Teams will change possession after each made basket.
 - Teams must then clear the ball once they get possession to the foul line.
- The throw-in spot for non-shooting fouls is at the top of the key, The player inbounding the ball must pass at least once before a field goal can be attempted. Free throws are not allowed.

Penalties

- Infraction of rules will result in penalties:
 - Significant infractions include shooting fouls, double dribbling, and body contact.
 - Officials will adjust based on the skill level of the teams.
- Misconduct will result in a warning against the player and/or coach.

Scoring

- **2 points shall be awarded for every field goal (there are no 3-pointers).**
- The team that reaches 24 points first, or the team with the most points at the end of the 20-minute match, wins the game.

Note: To qualify for the Provincial School Champions, teams compete within their conference, which may include schools beyond those faced at their qualifier. For details on the qualification process, visit the [School Hub](#) resources page