



CF CHINOOK CENTRE // CALGARY SURGE “THE ONE” OFFICIAL TOURNAMENT RULES

(As of October 2, 2025)

Game Rules:

- Format: 1-on-1, half-court, 10 ft hoop
- Scoring: 1s and 2s
- Win Condition: First to 7 points OR 5:00 running clock
- Ties at 5:00: Sudden-death (next basket wins - Possession goes to the player who did not start with the ball in regulation.)
- Possession: Rock–paper–scissors at start; alternating on scores
- Clear after rebounds/steals beyond the arc
- Fouls: Call-your-own, ref has final say; no free throws
- Shot Clock: 12 seconds
- Late Rule: “Late by 2 minutes = forfeit.”

Championship Bracket (24 Teams)

- Round 1: 24 players, 12 games (all play)
- Fast-Pass: After Round 1, top 4 winners by Point Differential (PD) skip Round 2
- Round 2: Remaining 8 winners play 4 games
- Quarterfinals: 4 Fast-Pass + 4 Round-2 winners
- Semifinals: 2 games
- Final: 1 game (Champion must be undefeated)

Fast-Pass Tiebreaker

Apply in order (Round-1 data only):

1. Point Differential (PD = Scored - Allowed)
2. Fewest Points Allowed
 - a. Fewer conceded points ranks higher (e.g., 7–2 beats 7–3).
3. Shutout Bonus (7–0 win outranks equal PD)
4. Time-to-7 (fastest win)
 - a. Faster win ranks higher. Use the scorekeeper’s official start/stop time.
5. Strength of Opponent (SOO = opponent’s PD)
6. On-Court Tiebreak (3 free throws (most made moves on); if tied, sudden death alternating shots)

Consolation Bracket (12 Teams)

- Eligibility: First-match losers only
- Seeding: Ranked by Losing PD (least negative = better)
- Top 4 get byes to Consolation QF
- Bottom 8 play Consolation Prelims (4 games)
- QF → SF → Final to crown Consolation Champion
- Consolation winner cannot re-enter the Championship



Consolation Tiebreaks

If losing PD is tied:

1. Fewest Points Allowed
2. Strength of Opponent (opponent's PD)
3. Time Played (closest to full 5:00)
4. Pre-Published Draw Number
5. On-Court Tiebreak (3 free throws (most made); sudden death if needed (shot for shot))

Scorekeeper Instructions

- Record start time, end time, and score of every game
- Track PD for all players
- Announce Fast-Pass winners + Consolation seeds before Round 2

Tie Break Example

Example: 6 teams tied for 4 spots

Six Round-1 winners finished 7–3 (PD = +4).

- Step 2 (Fewest Allowed): all allowed 3 → still tied
- Step 3 (Shutout): none → skip
- Step 4 (Time-to-7): rank by fastest game times; the top four by elapsed time take the fast-pass.
- If two teams tie on time to the second, go to Step 5 (SOO), then Step 6, etc.