

MEN'S & WOMEN'S 3 ON 3 BASKETBALL
INFORMATION SHEET
FALL 2007

This information sheet is intended to provide basic information and rules for this activity. Please refer to the “Policies” link on the home page of the intramural web page for detailed information about policies and procedures of the Intramural Activities Program.

ENTRIES OPEN:

October 16, 2007 (**Entries are limited and are sold on a first come, first served basis.**)

ENTRY FEE:

A \$15.00 non-refundable entry fee will be required at registration for each team.

DAYS, TIME, AND LOCATION OF PLAY:

Games will be played Tuesday through Thursday 6-10 p.m., and Saturday 8 a.m. - 1 p.m.
Games will be played in the Smith Field House gymnasiums.

ELIGIBILITY:

Fall 2007 full-time students (12 credits), and faculty/staff are eligible. Part-time students, deferred students, non-students, and spouses of students must pay an intramural activity fee for each semester in which they participate. Non-students must be active members of a BYU ward and their membership records must reside in the BYU ward that they attend.

The intramural activity fee is paid at the HHP College Services Office in 112 Richards Building. The cost is \$20.00 per semester during fall/winter and \$10.00 for spring/summer. A BYU ID or BYU Net ID with valid picture ID is required at time of payment. This fee will enable a participant to compete in any intramural activity during the appropriate semester.

To participate in a team sport, each player must be added to his online team roster. Players need to be added to their team roster by 3 p.m. for weekday games and by 3 p.m. on Friday for Saturday games. Team rosters are limited to **five** players. Each participant may play for only **one 3 on 3 Basketball** team.

CHECK IN:

It is recommended that participants check-in with the activity supervisor at least ten minutes prior to game time. *All participants will need to show a valid (government, school, or work issued) picture ID before every game.* Participants, whose privileges list “Fee Needed”, will need to show their paid receipt for the intramural activity fee before they can be checked-in.

FORFEITS:

Teams are encouraged to arrive 10 minutes before game time. **FORFEIT TIME IS GAME TIME!** A forfeit is given to teams having less than **two** legal players at game time. Teams receiving their second forfeit will be dropped from regular season play and will not be eligible for tournament play.

TOURNAMENT INFORMATION:

There will be one women's division (open) and two men's divisions (upper and lower) for regular season play. At the conclusion of regular season play, eligible teams will be re-evaluated and placed in the tournament division that best fits their ability.

- Tournament classification rankings will be posted **Wednesday, November 14 by 4 p.m.**
- Teams will have until **Friday, November 16 at noon**, to challenge classification rankings.
- Tournament schedule will be posted **Friday, November 16 by 4 p.m.**
- Tournament play begins **Tuesday, November 27.**

EQUIPMENT:

The participants must provide basketballs. Women may play with either the men's or the women's regulation sized basketball. However, if teams do not agree on the ball size, a women's regulation sized basketball will be used for play.

UNIFORMS:

Any appropriate, modest athletic uniform is permissible. BYU issue is optional. Shirts and shoes must be worn. Sleeveless shirts are not allowed. Jerseys will be provided.

OFFICIALS:

Participants will call their own fouls and violations. A supervisor will be available to help resolve any disputes.

SPORTSMANSHIP:

Sportsmanship is everyone's responsibility. We hope that everyone will conduct himself in a mature and friendly manner. Team captains are responsible for the conduct of their players and their spectators. Spectators may be asked to leave if necessary.

A yellow/red card system will be used to monitor unsportsmanlike behavior, rough play and improper conduct. A participant who receives a yellow card will be required to sit out for two minutes of game time. A participant who receives a red card shall be ejected from the game and will need to leave the field/court before play resumes. A team with a carded player will be required to play with one less player until the penalty time has expired (Yellow = 2 minutes & Red = 4 minutes).

The following are examples of yellow/red card offenses that apply to 3 on 3 Basketball:

Yellow Card: Non-directional profanity; arguing; rough play; taunting opponents.

Red Card: Directional profanity; flagrant contact; fighting; illegal participation; threatening behavior.

LIABILITY:

All participants play at their own risk and must acquire their own insurance.

3 ON 3 BASKETBALL RULES:

The 2007-2008 National Federation's published high school rules shall apply with the following exceptions and/or points being emphasized:

1. Play will be self-officiated. Anyone on the court can call a foul or violation that has occurred. Please be sportsmanlike and honest in calling fouls. If a dispute over fouls cannot be resolved then the point will be replayed from the top of the key.
2. Matches will consist of the best two (2) out of three (3) games. The first two games will be played to 20 points win by 4 with a cap at 30 and the third game shall be played to 15 points win by 4 with a cap at 20.
3. A coin-toss will determine who will start the first game with the ball. Ball possession will alternate for the start of the second game. If a third game is necessary, another coin-toss will determine who will start with the ball.
4. Substitutions may take place any time the ball is dead. Play will resume with a 'check'.
5. Field goals count 2 points and made 3-point attempts count 3 points.
6. If a player commits 3 fouls, he will be ejected for the remainder of the game.
7. The ball must be cleared (with both feet and ball) after each change of possession beyond the 3-point line. Upon clearing the 3-point line, the ball is live. Failure to clear the ball is considered a violation.
8. Time-outs: Teams may have one time-out per team per game.
9. *Slam dunking can only occur during live ball play.* Dunking before the game or between games will result in a technical foul.

***If you have any questions contact Craig in 145 RB (422-7597) or access our web page.
<http://intramurals.byu.edu/> Have a fun season!***