

3 ON 3 BASKETBALL

Information Sheet

FALL 2009

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 13, 2009 (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.

ELIGIBILITY

Fall 2009 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/term.

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 3:00 PM for weekday games and by 3:00 PM on Friday for Saturday games. Team rosters are limited to **five** players. Each participant may play for only **one 3 on 3 Basketball** team.

DAYS, TIMES, AND LOCATION

Games will be played Tuesday through Thursday 6:15 PM to 10:00 PM and Saturdays 8:15 AM to 1:00 PM. Games will be played in the Smith Field House gymnasiums.

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.* Picture ID printouts are not acceptable. 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 ten 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. *Refunds will not be given for forfeited schedules.*

UNIFORMS

The Office of Intramural Activities will provide a set of jerseys for each team. Any appropriate, modest athletic uniform is permissible (**shirts must be worn beneath the jerseys**). Sleeveless shirts are not allowed. **Non-marking shoes must be worn.**

EQUIPMENT

The participants must provide basketballs.

OFFICIALS

Participants will call their own fouls and violations. A supervisor will be available to help resolve any disputes. The supervisors assigned to your game have the power to make decisions on any point not specifically covered by rules of the game or by intramural policies.

LIABILITY

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

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:

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

Red Card: Illegal participation; directional profanity; flagrant contact; fighting; threatening behavior.

TOURNAMENT INFORMATION

There will be 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. Important tournament dates are listed below.

- Tournament classification rankings will be posted by **Noon on Tuesday, November 10.**
- Teams will have until **4:00 PM on Thursday, November 12** to challenge classification rankings.
- Tournament brackets will be posted by **4:00 PM Friday, November 13.**
- Tournament play begins **Tuesday, November 17.**

RULES

Intramural 3-on-3 basketball abides by the 2009-2010 National Federation of High School Association Rules with the following exceptions or points of emphasis:

1. *Team Composition:* Teams may consist of two (minimum) to three (maximum) players on the court. Team rosters are limited to five participants.
2. *Game Duration:* 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. *Possession:* 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. The ball must be cleared (with both feet) 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.

4. *Substitutions:* Substitutions may take place any time the ball is dead. Play will resume with a 'check'.
5. *Timeouts:* Teams may have one time-out per team per game.
6. *Point Values:* Field goals count 2 points and made 3-point attempts count 3 points.
7. *Officiating:* 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.
8. *Fouls:* If a player commits 3 fouls, he will be ejected for the remainder of the game.
9. *Dunking:* Slam-dunking can only occur during live ball play. Dunking before the game, between games, or during time-outs will result in a technical foul.

***If you have any questions contact Brooke in 145 RB (801-422-7597) or access our web page.
<http://intramurals.byu.edu/> Have a fun season!***