

3 V 3 BASKETBALL

Information Sheet

Fall 2016

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

Online appointment time sign-ups will begin at 3:00 PM on Wednesday, October 5 @ imsignup.byu.edu

A net ID and password is required to register for an appointment time. Schedule sales will begin on Thursday, October 6. Those who have made an appointment will have first priority. **(Entries are limited)**

ENTRY FEE

A \$20.00 non-refundable entry fee will be required at registration for each team.

ELIGIBILITY

Fall 2016 full-time BYU 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-BYU students must be active members of a Provo young single adult (YSA) or married student ward.** Their membership records must reside in the YSA or married student ward they attend.

The intramural activity fee is paid at the Information Center in 112 Richards Building. The cost is \$25.00 per semester during fall & winter and \$20.00 for spring/summer. A BYU ID or BYU Net ID with a 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 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 v 3 Basketball** team.

DAYS, TIMES, AND LOCATION

Games will be played Tuesday through Friday 6:15 PM to 10:00 PM and Saturdays 8:20 AM to 1:00 PM. Games will be played at the Richards Building and Smith Field House Gymsnasiums.

CHECK-IN

It is recommended that participants check-in with the activity supervisor at least ten minutes prior to game time. *All participants must 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”, must present their paid receipt for the intramural activity fee before they can check in.

FORFEITS

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

EQUIPMENT

Each team must provide a basketball.

UNIFORMS

Teams are strongly encouraged to have two sets of jerseys of differing colors. An appropriate, modest athletic uniform is permissible. Sleeveless shirts are not allowed. Non-marking shoes must be worn.

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 authority to make decisions on any point not specifically covered by the rules of the game or intramural policy.

LIABILITY

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

SPIRIT OF SPORTSMANSHIP

“Athletics are explosive, as any of us know who have participated in them. The problem therefore, is to do everything that is fair and honorable to win, and also to know the line where sportsmanship stops and mockery starts. Stop short of winning if integrity is to be impaired.... Sportsmanship is the spirituality in athletics” (The Teachings of Ezra Taft Benson, 436-438).

Sportsmanship is everyone's responsibility. We hope everyone will conduct himself in a mature and friendly manner. Team captains are responsible for the conduct of their players and spectators. The BYU Intramural Activities program has identified the following principles as our “Spirit of Sportsmanship” guidelines. We encourage all employees, participants, and spectators to incorporate these principles on and off the playing field.

1. **Live with integrity:** *We believe in being honest, true, chaste, benevolent, virtuous, and in doing good to all men...* (Thirteenth Article of Faith). Be consistent with who you are in all situations. “We are what we repeatedly do; excellence, then, is not an act but a habit” (Aristotle).
2. **Be accountable:** The gift of agency allows us the ability to choose right from wrong. Although we are free to choose our actions, we are not free to choose the consequences. Other people cannot determine our feelings or thoughts. We are each accountable for the things we do and say and should never blame others for our behavior.
3. **Live the Golden Rule:** *And as ye would that men should do to you, do ye also to them likewise* (Luke 6:31). “Good sportsmanship includes thoughtfulness and concern for others...humility in victory; and calmness and composure in defeat. It is fair play, following both the spirit and the letter of the rules. It is the Golden Rule in action on the playing court, on the bench, and in the stands” (Physical Fitness, Sports, & Recreation Manual. The Church of Jesus Christ of Latter-day Saints, 1984; 17).
4. **Play by the rules:** Do not push limits or escalate your level of physical play to match the style of enforcement. Playing to the call or whistle instead of by the established rules of the game is a violation of integrity and honesty. This style of play endangers the other players. Play hard, but play fair and honor the rules.
5. **Turn the other cheek:** If you begin to feel unsettled or agitated, take a personal timeout. Step back to gain composure and perspective. Retaliation does not solve conflict—it only compounds the situation. Be meek. *Ye have heard that it hath been said, An eye for an eye, and a tooth for a tooth...whosoever shall smite thee on thy right cheek, turn to him the other also* (Matt. 5: 38-39).
6. **Be gracious:** Compliment your opponent after a good play. Focus on the good. Build people up—do not tear people down. Be genuine when you congratulate your opponent. Demonstrate

gratitude for the efforts of the officials and activity supervisors. *A soft answer turneth away wrath: but grievous words stir up anger* (Proverbs 15:1).

7. **Have fun:** ...*Men are, that they might have joy* (2 Nephi 2:25). Be safe, play fair, and enjoy the experience.

YELLOW/RED CARD SYSTEM

A yellow/red card system is used to monitor unsportsmanlike behavior 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 will be ejected from the game and must leave the court before play resumes. A team with a carded player must 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.

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

TOURNAMENT INFORMATION

There will be three men's divisions (upper, middle and lower) for regular season play. Each activity has a classification process that is intended to place similarly skilled teams against each other for tournament competition. Teams will be given a ranking between 1 and 5 (5 being the highest) for each regular season game they play. To receive a 5 ranking, a team must be proficient in each of the following five criteria:

1. Handling the Ball
2. Teamwork
3. Shooting
4. Rebounding
5. Defense

At the conclusion of regular season play an overall average of each team's rankings will be computed and eligible teams will be placed in the tournament division that best fits their ability. Important tournament dates are listed below.

- Tournament classification rankings will be posted by **4:00 PM on Tuesday, November 8.**
- Teams will have until **noon on Thursday, November 10** to challenge classification rankings.
- Tournament brackets will be posted by **5:00 PM on Friday, November 11.**
- Tournament play begins **Tuesday, November 15.**

Tournament brackets may be viewed on the intramural web page or in the glass cases located next to the Intramural Office (145 Richards Building). **Posted game times will not be changed for personal conflicts.** Team captains should notify the Intramural Office **in advance** to avoid potential scheduling conflicts for their team(s). This can be done through the use of a schedule request form, which is available in the Intramural Office. This form must be submitted by 4:00 PM on Thursday for the following week's schedule.

RULES

Intramural basketball abides by the 2016-2017 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 out of three games. The first two games will be played to 20 points win by four with a cap at 30 and the third game shall be played to 15 points win by four 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, other than a made basket, beyond the 3-point line. Upon clearing the 3-point line, the ball is live. Failure to clear the ball is considered a violation. Play will resume with a 'check' after a made basket, when a foul is committed, or if the ball goes out of bounds. The offense will have to resume play after the check with either a pass or dribble, no quick shots after a check are allowed.
4. *Substitutions:* Substitutions may take place any time the ball is dead. Play will resume with a 'check'.
5. *Timeouts:* Teams may have one timeout per team per game.
6. *Point Values:* Field goals count two points and made three-point attempts count three 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 three 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, during halftime, or during time-outs will result in a technical foul.

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