

3-on-3 Basketball Tournament Rules & Information

Team Registration:

To register, teams must submit a team roster and pay their entry fee at the front desk of the Wellness Center by 6:00pm on Wednesday, November, 4, 2009. Tournament sign-ups will be taken on a first-come, first-serve basis. Late entries may not be accepted due to facility and time constraints. Teams who enter late may request to be placed on the "Waiting List."

Entry Fee:

All teams will be required to pay a \$20 entry fee. Any team member who is not a Wellness Center member, yet is eligible for membership must pay an additional entrance fee to use the facility. The eligible non-member fee should be paid just prior to the individual entering the facility. There are two options: the individual can either pay \$8 per entry into the building or the team may purchase a \$20 pass that allows for all non-members to enter the facility on tournament days and times.

Activity Format:

1. Teams will be entered into a double-elimination tournament.
2. Games will be played from 5:30 pm to 10:00 pm, Thursday, November 12th and (if needed) Thursday, November 19th.
3. Divisions: Both Men's and Women's leagues will be offered. Divisions are open to all currently enrolled MCG students and their spouses, presently employed MCG faculty/staff and their spouses, any Wellness Center Member, or any eligible non-member of the Wellness Center.

General Information:

1. Additions to Roster: A player must be entered on the team roster prior to participation. Additions may be made in 1002-A of the Wellness Center during normal business hours or at the activity site with the Program Coordinator. Players may only be added to the roster if there are spots remaining on the team's roster. Please note that there is a limit for all team rosters. The limit is 4 for 3-on-3 Basketball.
2. Schedules for the tournament will be available by 2:00pm on Friday, November 6.
3. Games will be played at the Wellness Center.
4. All participants are required to present a valid picture identification prior to EACH game or contest. If a participant fails to present the picture ID, he/she will not be eligible to participate.
5. No individual will be allowed to compete who is suspected to be under the influence of drugs or alcohol.

3-on-3 Basketball Rules

I. Equipment:

- A. Game balls will be provided.
- B. All participants must wear shoes during intramural basketball. Shoes worn must be canvas-topped or soft leather-topped rubber soled shoes, or non-marking shoes.
- C. No jewelry is allowed.
- D. Headbands may be worn. No baseball caps, bandanas, or any hard bill are allowed.

II. Players and Substitutes:

- A. Teams must begin the game with three players, but may finish with a minimum of two players.
- B. Any player who is bleeding, has an open wound, or has an excessive amount of blood on the uniform shall be considered an injured player and must immediately leave the game for the appropriate treatment.
- C. Substitutions can be made after a basket or any stoppage of play.
- D. A player who is bleeding, has an open wound, or has an excessive amount of blood on the uniform shall be considered an injured player and must immediately leave the game for appropriate treatment.
- E. Players wearing glasses should have shatterproof lenses and straps.

III. The Game:

- A. The first team to score 12 points will win. Teams do not have to win by two.
- B. A successful basket is worth one point.
- C. There will be no time-outs.
- D. A coin toss will determine possession. Alternating possession for any jump ball situation thereafter.
- E. The check line will be any point beyond the three point line. One foot behind the check line constitutes a legal check. If a team does not attempt to check the ball, it will result in a turnover.
- F. After a made basket and after a foul is awarded, the ball must be **passed** in to start play after being checked with the opposing team. After a defensive rebound or a defensive steal, the player in possession of the ball may maintain control and attempt to score after stepping behind the check line.
- G. Teams will alternate possession on made baskets.
- H. All balls that go out of bounds will be checked into play at the top of the key.
- I. Any ball that goes beyond the half-court line, baseline, or sidelines is out of bounds.
- J. Offense will call the fouls and defense will call the violations.
- K. If there is a dispute over a foul or violation, the teams will have one minute to settle the dispute. If the dispute is not settled after one minute, the game will result in a forfeit for both teams (neither team will advance in the tournament bracket).

IV. Fouls:

- A. There is no personal foul limit.
- B. If the shooter calls a foul, the play stops and no basket will be counted.
- C. After any foul the ball must be checked and passed in at the top of the key.
- D. When one or both teams are at 11 points any consecutive fouls by the defense/losing team will result in a free throw for a chance to end the game. Any change of possession will nullify the consecutive foul rule.
- E. All offensive fouls will result in a change of possession only.

V. Spectators:

- A. Spectators who are not Wellness Center members may enter upon agreement to the following:
 - a. Access to the Wellness Center will be provided at no cost to spectators.
 - b. All spectators must be accompanied by a MCG student or Wellness Center member for entrance into the facility.
 - c. All spectators must present photo identification and sign-in at the Front Desk.