3 v 3 BASKETBALL LEAGUE

**Captain’s Meeting:** Thursday, 29 October 2009 (4:00) – meeting will be held in the Main Lobby of Nielsen Library.

*In order for your team entry to be scheduled, the captain MUST attend this meeting.*

**ENTRY/ROSTER:** Entry forms are due on Wednesday, 28 October, no later than 5:00 PM. A maximum of 6 participants are allowed per roster.

**There is a $25 late entry fee for teams turning in their forms after 5:00 PM.**

Members of the varsity or junior varsity basketball teams are ineligible to participate in this league. Individuals may not participate on more than one team in each division (i.e. a male student may not participate on two Rec. teams). You may drop & add players by filling out a form located in the Rex Activity Center.

*The Drop/Add deadline for this league ends on Wednesday, 6 November 2009, 5pm.*

**ALL PLAYERS MUST SHOW CURRENT ADAMS STATE COLLEGE ID IN ORDER TO PARTICIPATE – NO ID, THEY WILL NOT BE ALLOWED TO PLAY.**

*All participants will be checked for eligibility. Those participants listed on the roster who are not current Adams State students, faculty, or staff, (or a TSJCC student who has paid their $15 league fee) will be dropped from the roster immediately and declared ineligible to play.*

*Any captain who knowingly plays an ineligible player, risks having their team removed from the league.*

**COMPETITION:** Competition is offered on two levels, depending upon the number of team entries:

- Competitive (advanced skills)
- Recreational (mostly for fun)

**LOCATION:** In the Rex Activity Center.

**RULES:** A complete set of rules is included with this packet.

**RESCEDULING:** Rescheduling for this activity will be on a limited basis.

**UNIFORMS:** Uniforms are not required to participate in this league. It is important that all team members wear the same color during the game, to help differentiate between the two teams.

**EQUIPMENT:** will be provided by the Student Life and Recreation Department.

**ENTRY FEE:** there is no entry fee if your roster is turned in on time. If the roster is turned in after the due date, it will be a $25 late entry fee for your team. Your team will not be scheduled to play until the fee has been paid.

***TSJCC Students*** there is a $15 league fee in order for you to participate in this league.

**AWARDS:** Championship t-shirts will be awarded to overall winners in the Competitive and Rec. divisions of the leagues, if there are enough teams to divide into two divisions. If not, the overall winning team will be awarded the shirts.
SCHEDULES: It is solely the responsibility of the participants to find out when their games are and schedules are posted Fridays by 4:00 PM on the Intramural Sports bulletin board, in the Rex Activity Center just left of the information desk.

**Schedules will be emailed to both the captain & co-captain listed on the entry form.**

ASSUMPTION OF RISK: Inherent risks are associated with every recreational activity. Participants assume these risks when they agree to participate. All participants are strongly advised to secure health insurance coverage and to visit their physician for a physical examination prior to registration or participation.

FORFEIT POLICY: For teams who do forfeit, there is a $25.00 forfeit fee that must be paid in the Student Life and Recreation Office @ the Rex Activity Center by 12:00 Noon the day before your next game, or you will be dropped from further competition. Teams paying forfeit fees after 5pm on Thursdays will not be guaranteed a scheduled competition during the following week of play. If the first forfeit fee is paid, then your team will still be eligible for post-season competition.

*Any team that forfeits twice is immediately dropped from further competition.*

Additionally, please note that game time is forfeit time. However, in an effort to reduce the number of forfeited competitions and to accommodate the busy schedules of our students, the Student Life and Recreation Department will be implementing the following policy for weekly scheduled league competitions:

If the minimum number of participants are not present and ready to participate at the time of their scheduled competition, the game clock will be started and the late team will be given a 3-minute grace period to arrive. Of course, all team members must then check in with the scorekeeper and the captains’ meeting must be held before play can begin. The game clock shall not stop during this process and extra time shall not be added to the game clock to make up for lost time.

If the minimum number of participants has still not arrived by the end of the 3-minute grace period, the contest shall be declared a forfeit and the aforementioned $25.00 forfeit fee must be paid before participation in the league can continue. The Student Life and Recreation Department respectfully asks that teams do not take advantage of this grace period and instead arrive at least 5 minutes before the scheduled time of competition.
ADAMS STATE COLLEGE STUDENT LIFE AND RECREATION
INTRAMURAL SPORTS
3 on 3 BASKETBALL RULES

1. The game shall be played on a half court by two teams of four players. Playing time shall be 20 minutes. The clock shall run continuously except during team or official time-outs. Each team will be allowed one, one minute time-out.
2. The winner of a coin toss shall have the option to take ball possession to start the game, or to select to shoot free throws first or last in the event of a tie.
3. The ball must be taken out of bounds after each change of possession occurs. A change of possession occurs when:
   a. A field goal is scored.
   b. A foul is committed.
   c. A violation is committed.
   d. The defensive team rebounds the shot (this includes “air balls”).
4. All common, personal and technical fouls shall be counted against a team total:
   a. An individual player may not foul out, but can be ejected if warranted.
   b. Any offensive foul shall result in loss of possession and disallowing any converted basket.
   c. Any shooting foul with a missed basket shall result in two foul shots and a change of possession.
   d. Any shooting foul with a converted basket shall result in the basket being award, a single foul shot and change of possession.
   e. Prior to the sixth team foul any common foul shall result in a single foul shot and a change of possession.
   f. On or after the sixth team foul any common foul shall result in a single foul shot and retained possession for the offended team.
5. All foul shots will be taken at the end of the game. The team behind in score shall shoot all free throws awarded them, then the opponents shoot. If the score is tied, the team with more free throws to take chooses to shoot free throws first or last. The foul shots must be taken by four players. The order is designated by the team captain. Each foul shooter takes one shot and then the next shooter takes one shot, etc.
6. Foul shots are awarded as follows:
   a. 1 free throw is awarded for common fouls and shooting fouls when the basket is converted.
   b. 2 free throws are awarded for shooting fouls (in which the shot is not successful), technical fouls, and intentional fouls.
   c. “Bonus” free throws will not be awarded.
7. A sudden death free throw shoot-off will occur if the score is tied after the foul shots have been taken. The official will again toss a coin and the winner shall have the option to shoot first or last. As at the end of the game for fouls, the captain designates which three players will shoot. Each shooter takes one shot, then the next teammate shoots, etc. Teams will alternate after every three free throws.
8. All other rules will be similar to regular intramural basketball. The decision of the Intramural Sport Supervisor on rule interpretations is final.
9. **Dunking or grasping the rim is not allowed in the Recreational Sports facilities. Participants who dunk or grab the rim will automatically be ejected from the game and facility.** Points scored off of dunks or plays where the rim is grabbed shall not be counted.
MEN’S AND WOMEN’S 3 v 3 BASKETBALL LEAGUE ENTRY FORM

Team Name__________________________________________  Co Captain________________________
Captain/Manager________________________  Phone ____________________________
Phone ____________________________  Email ____________________________
Email ____________________________

CHECK THE DIVISION THAT APPLIES:
Men’s Competitive ________  Men’s Recreational ________
Women’s Competitive ________  Women’s Recreational ________

CAPTAIN’S RESPONSIBILITIES: As captain, I assume full responsibility for:
(1) Proper eligibility of all my players.
(2) Good sportsmanship of all my players.
(3) Reading and informing my players of all Intramural Sports rules, regulations and policies – everyone signed Code of Conduct and Liability Waiver.
(4) Attending (or assigning another team member to attend) the mandatory captains meeting.
(5) Checking the schedule periodically and informing my teams when games are scheduled.

Signature________________________________ Date__________________________

TEAM ROSTER

<table>
<thead>
<tr>
<th>Last Name</th>
<th>First Name</th>
<th>ASC ID#</th>
<th>Email</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Please “X” out times when you do NOT want to be scheduled for matches. The intramural sports staff will do their best to avoid all conflicts if you provide at least 4 hours of available time.

Games Times | 5 – 6 pm | 6 – 7 pm | 7 – 8 pm | 8 – 9 pm |
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Sunday</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Monday</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tuesday</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Wednesday</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Thursday</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

ADAMS STATE
INTRAMURAL