



Seymour Thunder

11th Annual 3 on 3

Saturday, November 2, 2013
Seymour High School Fieldhouse
Grades 2 – 3 – 4 – 5 – 6 – 7 – 8

(Separate divisions for boys and girls)
Entry Fee: \$80 per four person team
(three games guaranteed)

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Team Name: _____

Circle correct division: The team must play in the division of the oldest grade player.
(Example: A team comprised of three 4th grade girls and one 5th grade girl must play in the 5th grade bracket!)

Boys: 2 - 3 - 4 - 5 - 6 - 7 - 8

Girls: 2 - 3 - 4 - 5 - 6 - 7 - 8

<u>Player Names</u>	<u>Grade</u>	<u>School</u> (2013-2014)
_____	_____	

_____	_____	

_____	_____	

_____	_____	

Team Coach or contact person:

Name: _____

Cell Phone: _____

Home Phone: _____

Address: _____ EMAIL _____

Send registration form and check payable to: **Coach Jon Murphy**
510 Della Street
Seymour WI 54165

Other info...email: jmurphy@seymour.k12.wi.us

Coach Murphy Cell---920-615-5596

Brackets will be posted last Sunday in October! Check game times at:
Seymourthunderbasketball.com



“3-on-3” RULES

1. Grades 2-6 (will use girls ball) - Grades 7-8 (will use boys ball)
2. Games for teams in Grades 2-3-4-5-6 will be played to **15 points**
OR
20 minutes in length, whichever comes first.
3. Games for teams in Grades 7 and 8 will be played to **21 points** OR
20 minutes in length, whichever comes first.
4. Any shot **outside the arc** counts as **2 points**. All other field goals
and
free throws count as **1 point**.
5. After the **6th team foul**, penalty is in effect on foul #7.
One free throw is shot for all fouls thereafter. Grades 2, 3 and 4
will shoot from 13.5 feet. The ball is live after a free throw.
6. Ball must be checked after each score. Team may then dribble or
pass it into play.
7. After a change of possession, the ball must be taken back to a point
anywhere beyond the three point arc. (BOTH FEET!) After a
rebound is **secured** by the defensive team, that team gets **free “take
backs.”**

8. Each team is allowed **one (1 minute) timeout**.
9. If the game is tied after 20 minutes, all four players shoot 1 free throw.
10. **Technical foul** – 1 automatic point for opponent plus possession of the ball.
11. Pool winners advance to championship game. (In 4 team pools, top 2 teams will play for championship.) Pool tie breakers are:
 - a) **head to head**
 - b) **defensive points allowed**
 - c) **team free throws**