

Seymour Thunder 12th Annual 3 on 3  
**Saturday, November 8th, 2014**  
**Seymour High School Fieldhouse**

**Grades 2 – 3 – 4 – 5 – 6 – 7 – 8**

*(Separate divisions for boys and girls)*

**Entry Fee: \$75 per four person team**

*(three games guaranteed)*

**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!) (ONLY 4 players per team!)

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

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

Player Names

Grade

- |          |       |
|----------|-------|
| 1. _____ | _____ |
| 2. _____ | _____ |
| 3. _____ | _____ |
| 4. _____ | _____ |

**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](mailto:jmurphy@seymour.k12.wi.us)*

*Coach Murphy Cell---920-615-5596*

*Brackets will be put online Tuesday November 4th, 2014 Check game times at:*

**[Seymourthunderbasketball.com](http://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**