

義守大學 28 週年校慶暨運動會

競賽規程

- 一、目的：欣逢本校創校 28 週年，為加強本教職員工生體育活動，提倡運動風氣，促進身心健康，聯絡情感交流，特舉辦本運動競賽。
- 二、主辦單位：義守大學學務處。
- 三、承辦單位：義守大學體育室。
- 四、協辦單位：各院、系所、處、室、館、中心、組。
- 五、日期地點：會前賽於 107 年 10 月 15~17 日(星期一~三)舉行。
會內賽於 107 年 10 月 20 日(星期六)舉行。
- 六、參加人員：本校全體教職員工生。
- 七、報名時間：即日起至 107 年 9 月 26 日(星期三) (星期三)下午 5 時止，逾期不受理。
- 八、報名方式：
 - (一)競賽辦法：請至校園公告或體育室網站“線上報名系統”下載。
 - (二)採線上網路報名，由各科系辦(助理)或系學會體育部依規定填寫報名表各項資料，統一登錄於“線上報名系統”，登錄後需將報名紙本列印，於報名截止前將紙本繳交至體育室，方完成報名作業。
 - (三)聯絡人：體育室競賽活動組陳證安/分機：2857。
- 九、競賽項目：
 - (一)3 對 3 籃球賽：辦法如附件一，3 對 3 籃球賽規則。
 - (二)學生拔河賽：以系為單位，不得跨系組隊，分男生組及女生組，比賽人數各 20 人。
 - (三)學生田徑賽：以系為單位，每系個人項目最多可報 4 人，每人最多報名 2 項 (不含接力賽)。
 1. 男生組：跳高、跳遠、100m、200m、400m
 2. 女生組：跳高、跳遠、100m、200m、400m
 3. 大隊接力：分男生組及女生組，每隊 12 人，以系為單位，每系各

組至多可報名 1 隊。

1. (四) 學生趣味競賽：自由女神

每隊 10 人男女不拘，以系為單位，每系至多可報名 1 隊。

(五) 教職員趣味競賽：牽手同心

每隊 10 人男女不拘，分為教務處、學務處、總務處、電資學院、理工學院、管理學院、傳播與設計學院、國際學院、觀光餐旅學院、語文學院、醫學院、原住民族學院，共 12 組，各組最多限報名 1 隊。

十、比賽細則：

(一) 學生大隊接力：

1. 男生組 1200 公尺大隊接力，每隊 12 人，每人跑 100 公尺。

2. 女生組 1200 公尺大隊接力，每隊 12 人，每人跑 100 公尺。

(二) 自由女神：10 人為 1 隊，每人手持角椎並將籃球置於角錐上往前走，東西掉落須從掉落處拾起預備好才可出發，通過終點(15 公尺處)才算完成一人次，以接力方式，採分組計時決賽制。

(三) 牽手同心：每隊 10 人參賽，性別不限，選手與選手間將手牽起，每隊需將 3 個呼拉圈用身體傳遞到終點處放置在三角錐上完成比賽，第一位選手使用全身將呼拉圈傳至第二位選手，依此類推傳至最後一選手，將呼拉圈套至三角錐上，第一位選手才可以開始傳遞下一個呼拉圈，直到 3 個呼拉圈全數套在三角錐上，採分組計時決賽制。

十一、獎勵方式：

(一)個人田徑賽各組取前三名頒發獎牌及獎金。

(二)大隊接力、趣味競賽各組取前四名頒發獎盃及獎金。

十二、獎金分配表：(不含拔河賽)

種類	第一名	第二名	第三名	第四名
個人項目	1000 元	800 元	500 元	
團體項目	6000 元	4000 元	3000 元	1000 元

十三、附則：

- (一)參加選手一律穿著運動鞋及運動服，並將號碼布別於胸前及背後。
- (二)大隊接力及趣味競賽禁止穿釘鞋。
- (三)各項比賽於比賽時間前二十分鐘攜帶學生證或服務證至檢錄處聽候檢錄，再經由服務同學帶領至比賽場地比賽。凡逾時不到者，則以棄權論。
- (四)徑賽中不論距離長短，均不得陪同比賽之運動員奔跑，否則立即取消該比賽運動員之與賽權及成績。
- (五)凡田、徑項目時間衝突時，應先向田賽裁判請假獲准後再參加徑賽，俟徑賽賽完後再回田賽參加比賽。
- (六)運動會各競賽項目皆以系為單位，統一由各科系辦(助理)或系學會體育部彙整後，至體育室網頁“線上報名系統”報名。
- (七)所有參賽人員應自行確認健康狀況適合參與活動，若有隱瞞個人健康情況而致意外發生時，概由當事人自行負責一切相關責任。如有身心狀況經本校衛保組或醫院康檢查不適合參加劇烈運動者不得報名參加比賽。
- (八)依外籍人士所得申報作業要點：
 1. 受領人若為外籍人士且當年度在台居留超過 183 天者，應檢附護照及居留證影本，扣繳稅額 2000 元(含)以上者，應依機會中獎扣繳 10%稅額。
 2. 受領人若為外籍人士且當年度在台居留未滿 183 天者，應檢附護照及居留證影本，扣繳稅額不論多寡，均應扣繳 20%稅額。(受領人前一年度持有居留証者適用)
 3. 受領人若為外籍人士且當年度在台居留未滿 183 天者(短期居留)，且無居留證者，應檢附護照影本，於受領日期起 10 天內，扣繳 20%稅額，向國稅局申報扣繳稅額；逾期申報者，除加計延遲申報利息外，每逾 2 日並加罰本稅 1%之滯納金。
 4. 受領人若為外籍人士，應於領取機會中獎禮券時先行繳納應付之稅額。

十四、本辦法如有未盡事宜，由主辦單位修正後公佈之。

義守大學 28 週年校慶暨運動大會

各項比賽時間預定表

各項比賽需提前 20 分鐘完成檢錄

10 月 20 日 (星期六)

1. 開幕典禮.....	08：30
2. 3 對 3 籃球賽.....	10：30
3. 男生跳高決賽.....	10：30
4. 教職員趣味競賽牽手同心.....	10：30
5. 男、女拔河決賽.....	10：40
6. 女生 100 公尺決賽.....	11：30
7. 男生 100 公尺決賽.....	11：35
8. 女生 400 公尺決賽.....	11：45
9. 男生 400 公尺決賽.....	11：50
10. 學生趣味競賽自由女神.....	13：10
11. 男生跳遠決賽.....	13：10
12. 女生 200 公尺決賽.....	14：00
13. 男生 200 公尺決賽.....	14：05
14. 女生跳高決賽.....	14：00
15. 女生跳遠決賽.....	14：00
16. 女生 1200 公尺(12 人 X100M)大隊接力決賽.....	14：30
17. 男生 1200 公尺(12 人 X100M)大隊接力決賽.....	15：00
18. 閉幕典禮.....	16：00

義守大學 28 週年校慶暨運動會

3 對 3 籃球賽競賽規程

一、活動宗旨：慶祝校慶，推廣籃球，提昇校園運動風氣，加強團隊合作精神。

二、主辦單位：義守大學學務處。

三、承辦單位：義守大學體育室。

四、協辦單位：義守大學專案籃球隊

五、比賽地點：校本部籃球場(綜合教學大樓，操場旁)。

六、比賽時間：**107 年 10 月 20 日**(星期六)。

七、參賽組別：大專男生組、女生組(每隊可報名 4 人，每人限報名 1 隊，如有跨隊或冒名頂替以棄權論)。

八、報名資格：

1. 限義守大學 107 學年度註冊在學之學生，自由組隊參加(不需以班或系為單位)。

2. 現役大專公開組球員身分者，不得報名參加。

九、比賽方式：依據報名隊數安排賽制，(單敗淘汰制、雙敗淘汰制或混合制)。

十、報名辦法：

1. 即日起至 **107 年 9 月 26 日(星期三)**止，逾期不受理。

2. 採網路報名，請至義守大學體育室網站首頁 **3 對 3 籃球賽報名系統**登錄之。

3. 於網路報名系統登錄時，依規定填寫報名人數及各項資料，報名後需列印紙本繳至體育室活動組，方完成報名作業。

4. 參賽隊伍名單於 **107 年 10 月 5 日(星期五)** 公佈於體育室網頁，如資料有誤或更換選手名單者請於 **107 年 10 月 11 日(星期四)**中午 12 點前辦理，逾期者恕不受理。

5. 聯絡人：體育室陳證安，聯絡電話 6577711 # 2857

電子郵件 ange30421@isu.edu.tw。

6. 參賽選手需自行確認並擔保身心健康情況良好者，才可參加活動。

十一、注意事項：

1. 務必攜帶學生證或身分證備查，若無攜帶證明文件以棄權論。
2. 請球友比賽當天穿同色系球衣以利裁判辨別，否則須穿套大會準備之號碼衣。

十二、比賽規則：如附則，3對3籃球賽比賽規則說明。

十三、獎勵方式：各組取前四名頒發獎牌及獎金，冠軍 6,000 元
亞軍 4,000 元、季軍 3,000 元、殿軍 1,000 元。

十四、其他：本辦法如有未盡事宜之處，大會隨時修訂公佈並通知各單位。

附則、3 對 3 籃球賽比賽規則說明

一、基本精神：

1. 每位球員必須遵守裁判之判決，如有不服者，裁判有權終止比賽。
2. 球隊隊長為場中唯一發言人。
3. 參賽隊員務必攜帶學生證及健保卡(或身分證)報到檢錄，如未能出示前述證件者，取消參賽資格。
4. 比賽當日請穿著運動服裝(需有號碼)出場比賽，如有需要可穿著大會提供之號碼 衣或佩戴大會提供之號碼布。

二、有關時間的規定：

1. 預賽每場比賽 8 分鐘，若有一方球隊得分 15 分（含）以上，比賽即提前結束。決賽 10 分鐘，若有一方球隊得分 21 分（含）以上，比賽即提前結束，以得分者獲勝。
2. 比賽球員於開賽 3 分鐘後仍未到場者，以棄權論，對隊以 15:0 獲勝。
3. 每隊有一次 30 秒暫停，除暫停、球員受傷時停錶，其餘比賽時間不予以停錶。
4. 比賽打滿 8 或 10 分鐘時雙方仍平手，則進行驟死賽。攻守順序以擲錢幣決定先進球方獲勝。

三、競賽規則：

1. 所有比賽均以 3 人開始，球賽進行中某隊少於 2 人時則判定失敗。
2. 必須依據報名之名單出賽，如有冒名頂替情事，取消參賽資格。
3. 練球時不可做灌籃動作，但正式比賽時不在此限。
4. 所有球員到場時都必須至記錄臺簽到。
5. 比賽開始之攻守順序以擲錢幣決定之，獲發球權方於三分球線外頂端發球。
6. 任何死球狀況時均得請求替補或暫停。
7. 每次投球中籃得分後均交換控球權，防守方在進攻方進籃後獲得控球權，需將球傳至三分線外，完成攻守交替。
8. 三分線外投籃得 2 分，其餘投籃得 1 分，罰球得 1 分。
9. 遇爭球時，控球權歸於防守方。

10. 個人犯規至多 4 次，犯滿即需離場，全隊犯規第 7 次起，則進行罰球 2 次，球進則攻守交換；球不進則比賽繼續進行。
11. 投籃時遇犯規，如球進，得分算，另加罰 1 球；如球未進，依出手點判定，三分球線外罰球 2 次，三分球線內罰球 1 次，犯規需累計至全隊犯規次數。
12. 違例情況時亦交換控球權。
13. 每次交換控球權時，均應將球送至發球區，發球員必須兩腳均立於三分線外，若有任何違反則喪失控球權。
14. 在發球區內發球時，球必須傳出，不得直接投籃或運球，若有任何違反則喪失控球權。
15. 每次攻守交換，進攻隊發球前，球須經由防守隊於 2 秒內回球，回球時防守球員不得進入發球區內，球發出後則不在此限。進攻隊必須在 5 秒內自發球區發球。
16. 防守隊抄截獲球或搶得籃板球後必須將球送回到三分線外，該球員雙足均應立於三分線外，此時比賽立刻開始，防守隊可防守，進攻隊可投、傳或運球。
17. 罰球情況應依據標準籃球規則。若罰球隊罰球不中而搶得籃板球，可立刻出手投籃。若防守隊搶得籃板球，在攻籃前，球必須回到三分線外。
18. 受傷流血的球員必須下場治療，由裁判判定是否還能回到場上比賽。

四、競賽附則：

1. 凡比賽時發生規則或規程無明文規定之問題，由裁判長召集該場執法裁判共同會商決定之，其判決即為終決，不受理申訴。
2. 比賽進行時如遇風雨，比賽繼續與否或更改場地事宜，由主辦單位協調決定之，各球隊不得異議。
3. 比賽正在進行中被迫中止時，以當時比數為比賽結果，雙方平分時，依本附則第 1 項規定處理之。
4. 球員一經報名，不得更換名單；如有發現資格不符、冒名頂替等不合規定之球員出場比賽時，即取消該隊繼續比賽之權利。

5. 如有重覆報名情形，以該員出賽首場球隊為主，若有重覆出賽，經查證屬實，取消該員及該隊繼續比賽之權利。
6. 凡違反球場紀律者即取消該球員繼續比賽資格，情節重大者取消該隊之比賽資格。
7. 凡排定之賽程不得任意更改，如因重大事故必須變更時，須先經主辦單位同意核可。
8. 比賽期間如遇球員互毆或球隊有關人員侮辱裁判等事情發生時，情節重大者全隊取消參賽權，若攸關晉級資格，預賽時由該分組依名次遞補，決賽時由該戰對手或上一戰對手繼續獲得出賽權，最終判決由主辦單位決議，遭判罰球隊不得異議。

五、注意事項：

1. 賽事期間由主辦單位辦理公共意外責任險。
2. 所有參賽人員應自行確認健康狀況適合參與活動，若有隱瞞個人健康情況而致意外發生時，概由當事人自行負責一切相關責任。

義守大學 28 週年校慶運動大會

3 對 3 籃球賽報名表

大學報名組別：男生組 女生組 隊名：

隊長或連絡人： 電話/手機：

序	班級	學號	姓名	備註
1				
2				
3				
4				

備註：

- 1、採網路報名，請至義守大學體育室網站首頁 **3 對 3 籃球賽報名系統**登錄之。
- 2、於網路報名系統登錄時，依規定填寫報名人數及各項資料，列印後繳至體育室活動組，方完成報名作業。
- 3、隊名自取以不超過 6 字為限。
- 4、不需以班級或系級為單位，可自由組隊參加，每人限報名一隊。
- 5、一隊以 4 人為限，比賽時以 3 名球員為先發，1 名位候補球員。
- 6、報名時間，即日起至 **107 年 9 月 26 日**(星期三)止，逾期不受理。
- 7、務必攜帶學生證或身分證備查，若無攜帶證明文件以棄權論。
- 8、參賽選手需自行確認並擔保身心健康情況良好者，方可參加活動，各組賽前請做好暖身運動，有重大疾病或身體狀況不能從事激烈運動者，請勿報名。

I-SHOU UNIVERSITY 28th ANNIVERSARY

Rules of the Athletic Meet

I. Objective: This athletic meet is held to celebrate the University's 28th anniversary, promote the benefits of physical exercise, improve physical and mental health, and strengthen the relationship among students, faculty members and staffers.

II. Sponsor: Office of Student Affairs

III. Organizer: Office of Physical Education

IV. Co-organizers: All colleges, departments, offices, centers, and sections

V. Dates:

Qualifying Competition: Monday ~ Wednesday, **October 15 ~ 17, 2018**

Competition: Saturday, **October 20, 2018**

VI. Players: All students, faculty members, and staffers

VII. Those who are interested in competing should sign up by **Wednesday, September 26, 2018**, 5 p.m. Late sign-up will not be considered.

VIII. How to Sign Up:

1. Competition rules: Please download the rules at:

http://www2.isu.edu.tw/interface/showpage.php?dept_mno=04&dept_id=2&page_id=10152

2. Students should sign up at their department offices or student associations, and the department assistant or the person in charge of physical education-related affairs will complete an entry form and key in the required information at:

http://www2.isu.edu.tw/interface/showpage.php?dept_mno=04&dept_id=2&page_id=10152 .And then, they will deliver a copy of the completed entry

form to the Office of Physical Education for further processing.

3. Contact person: Ms. Cheng-An Chen (ext. 2857)

IX. Competitions:

1. 3x3 Basketball: For detailed rules, please see **Attachment 1**.
2. Tug of War: All the players of a team should be from the same department. Male and female students will compete separately. Each team should have 20 pullers.
3. Track and Field: All the players of a team should be from the same department. Each department can send up to four students to compete in each individual event, and one student can sign up for no more than two events (relay races are excluded).
 - a. Males: high jump, long jump, 100m race, 200m race, and 400m race
 - b. Females: high jump, long jump, 100m race, 200m race, and 400m race
 - c. Relay races: All the runners of a team should be from the same department. Male and female students will compete separately. Each team should have 12 runners. Each department can sign up for one male team and one female team only.
4. Student Fun Race: Statue of Liberty
All the players of a team should be from the same department. Each team should have 10 players (regardless of the gender), and each department can sign up for one team only.
5. Faculty & Staff Fun Race: Hula Hoop Challenge
Each team should have 10 players (regardless of the gender). All administrative and academic units are divided into 12 groups, including the Office of Academic Affairs, the Office of Student Affairs, the Office of General Affairs, the College of Electrical and Information Engineering, the College of Science and Engineering, the College of Management, the College of Communication and Design, the International College, the College of Tourism and Hospitality, the College of Language Arts, the College of Medicine, and the College of Indigenous Studies. Each group

can sign up for one team only.

X. Rules and Regulations:

1. Relay Races:

- a. Males: The total distance is 1,200 meters. Each team has 12 runners, and each runner completes 100 meters.
- b. Females: The total distance is 1,200 meters. Each team has 12 runners, and each runner completes 100 meters.

2. Statue of Liberty: Each team should have 10 players. Each player should, one by one, pass the goal (15 meters away) with a kickboard between two legs while holding a pyramid with a basketball on top. A player should stop and restore the pyramid, basketball or kickboard if any of them drops before they keep walking. The judge will stop counting time when the last player of a team passes the goal.

3. Hula Hoop Challenge: Each team should have 10 players (regardless of the gender). All the players of a team should line up hand in hand and then pass a hula hoop from the first player to the tenth player without breaking the chain of hands. The first player should not pass another hula hoop until the tenth player puts the previous one on a traffic cone. The judge will stop counting time when the team successfully passes three hula hoops.

XI. Prizes:

1. The **top 3** of each individual event of track and field will receive a medal and a prize each.
2. The **top 4** of the relay race and fun races will receive a medal and a prize each.

XII. Prizes: (Not applicable to the Tug of War):

Event	1 st Place	2 nd Place	3 rd Place	4 th Place
Individual	NT\$1,000	NT\$800	NT\$500	
Group	NT\$6,000	NT\$4,000	NT\$3,000	NT\$1,000

XIII. Supplementary Provisions:

1. All players are required to wear sports shoes and sportswear and put a race bib on the front and back of their sportswear.
2. Players in relay races and fun races are not allowed to wear track spikes.
3. Players should attend the roll call with their student ID cards or faculty/staff ID badges 20 minutes prior to the game and then follow the staff to the competition area. Those who fail to attend the roll call will be regarded as giving up the game.
4. No one should run with runners during track events; otherwise, such runners will be suspended from competing in the race and their scores canceled.
5. A player should apply for temporary leave to the judge of field events before competing in track events if the time of two events is overlapped.
6. For all events, the players of a team should be from the same department. Department assistants or the person in charge of physical education-related affairs in a student association should collect entry forms and sign up at:
http://www2.isu.edu.tw/interface/showpage.php?dept_mno=04&dept_id=2&page_id=10152.
7. All players should be responsible for their own health condition. Anyone who meets with an accident caused by the concealment of his/her health problem should be held fully liable for the consequence. Those whose physical examination report issued by the Health Section or a hospital shows that strenuous exercise should be avoided are not allowed to sign up for any event.
8. Guidelines on Declaration of Income Tax by Foreigners:
 - a. A prize recipient should provide photocopies of the passport and the Alien Resident Certificate if he/she is a foreigner who takes up residence in Taiwan for more than 183 days in the current calendar year. If a prize won by chance is NT\$2,000 or more, the withholding tax rate is 10%.
 - b. A prize recipient should provide photocopies of the passport and the Alien Resident Certificate if he/she is a foreigner who takes up

residence in Taiwan for less than 183 days, and his/her withholding tax rate is 20% regardless of the prize amount (applicable to recipients who had the Alien Resident Certificate in the previous year).

- c. A prize recipient should provide a photocopy of the passport if he/she is a foreigner who takes up residence in Taiwan for less than 183 days (temporary residence) and has no Alien Resident Certificate. He/she should pay the withholding tax at a rate of 20%, and declare to the local National Taxation Bureau within 10 days of the reception. For those who miss the aforesaid deadline, in addition to a surcharge for delinquent reporting, a delinquent payment should be charged at a rate of 1% of the original tax withheld for every two days of delay.
- d. A prize recipient should be charged statutory tax before collecting a prize won by chance if he/she is a foreigner.

XIV. Any matters not mentioned herein should be subject to announcement made by the Sponsor.

I-SHOU UNIVERSITY

28th ANNIVERSARY

Athletic Meet Schedule

Roll calls should be completed 20 minutes prior to the game

Saturday, October 20

1. Opening Ceremony 08:30 a.m
2. 3X3 Basketball 10:30 a.m.
3. Final of High Jump (Males) 10:30 a.m.
4. Hula Hoop Challenge 10:30 a.m.
5. Final of Tug of War 10:40 a.m.
6. Final of 100m Race (Females) 11:30 a.m.
7. Final of 100m Race (Males)..... 11:35 a.m.
8. Final of 400m Race (Females) 11:45 a.m.
9. Final of 400m Race (Males)..... 11:50 a.m.
10. Statue of Liberty 13:10 p.m.
11. Final of Long Jump (Males)..... 13:10 p.m.
12. Final of 200m Race (Females) 14:00 p.m.
13. Final of 200m Race (Males)..... 14:05 p.m.
14. Final of High Jump (Females)..... 14:00 p.m.
15. Final of Long Jump (Females) 14:00 p.m.
16. Final of Relay Race (Females) 14:30 p.m.
17. Final of Relay Race (Males)..... 15:00 p.m.
18. Closing Ceremony 16:00 p.m.

I-SHOU UNIVERSITY 28th ANNIVERSARY

Rules of 3x3 Basketball

- I. Objective: The 3X3 basketball is held to celebrate the University's 28th anniversary, promote basketball games and the benefits of physical exercise, and foster the team spirit.
- II. Sponsor: Office of Student Affairs
- III. Organizer: Office of Physical Education
- IV. Co-organizer: ISU Varsity Basketball Team
- V. Venue: Basketball courts at the Main Campus (next to the Teaching Building and the athletic field)
- VI. Date: Saturday, **October 20, 2018**
- VII. Entry Category: Male and female teams. Each team should have up to 4 players, and each player cannot play for more than one team. Any player who play for more than one team or assumes another person's name to play will be disqualified from the game.
- VIII. Qualification:
 1. Entry to the game is restricted to students who are officially enrolled in Academic Year 2018. Qualified students are free to form their own teams.
 2. Students who are the players of ISU Varsity Basketball Team are not allowed to sign up.
- IX. Elimination Tournament: The elimination tournament (single-elimination tournament, double-elimination tournament or combination tournament) is subject to the number of teams.
- X. How to Sign Up:
 1. Players are required to sign up by **Wednesday, September 26, 2018**, and late submission will NOT be considered.
 2. Please sign up at:
http://www2.isu.edu.tw/interface/showdoc.php?dept_id=2&levelid=15669

&dept_mno=04

3. After signing up online, players are required to print out the entry form and submit it to the Office of Physical Education for further processing.
4. A list of teams will be released on **Friday, October 5, 2018**, on the website of the Office of Physical Education. Please contact the Office of Physical Education before **Thursday, October 11, 2018**, 12 noon, if you want to correct the information shown or change team players. Late notification will not be considered.
5. Contact person: Ms. Cheng-An Chen (Tel.: 6577711 ext. 2857; Email: ange30421@isu.edu.tw)
6. Players are highly recommended to check their health condition before competing in the game.

XI. Notices:

1. All players should bring their student ID cards or national ID cards for checking. Those who fail to show either of the valid identity documents will be regarded as giving up the right to compete in the game.
2. The players of the same team should wear jerseys in the same color or jerseys with bibs prepared by the Organizer.

XII. Rules: Please see the supplementary provisions for more information.

XIII. Prizes:

1. 1st place: a medal and NT\$6,000
2. 2nd place: a medal and NT\$4,000
3. 3rd place: a medal and NT\$3,000
4. 4th place: a medal and NT\$1,000

XIV. Others: Any matters not mentioned herein should be subject to announcement made by the Organizer.

Supplementary Provisions

Rules of 3X3 Basketball

I. Basic Rules:

1. All players should abide by the judgment made by the referee. The referee is entitled to terminate the game if anyone has an objection to the judgment.
2. Team captains are the speakers during the game.
3. All players should bring their student ID cards, NHI IC cards or national ID cards for the roll call. Those who fail to show any of the valid identity documents will be disqualified from the game.
4. All players should wear jerseys with bibs prepared by themselves or by the Organizer during the game.

II. Playing Time:

1. Tryout: The playing time is 8 minutes. However, the first team which scores 15 points or more wins the game if it happens before the end of regular playing time.

Final: The playing time is 10 minutes. However, the first team which scores 21 points or more wins the game if it happens before the end of regular playing time.

2. A team should lose the game by forfeit if at the scheduled starting time the team is not present on the playing court with 3 players ready to play. In case of a forfeit, the game score is marked with 15-0 or 0-15.
3. One 30-second time-out is granted to each team. The clock will be stopped only during time-out and when a player is injured.
4. If the score is tied at the end of the playing time, sudden death should be employed. A coin flip should determine which team gets the first possession. The team that scores first wins the game.

III. Rules:

1. The game should start with three players on the court. A team should

lose the game when its players are less than two.

2. A team will be disqualified from the game if its players on court are found imposters.
3. Players are not allowed to do a slam dunk during practice.
4. Players should sign up at the scoring table when arriving at the court.
5. A coin flip will decide which team gets the first possession. The team with the first possession should start the game behind the arc at the top of the court.
6. When the ball becomes dead, substitutions can be done by any team or a player can call a time-out.
7. Possession of the ball should be exchanged after a team scores. Possession of the ball should be given to the defensive team after the offensive team scores and returns the ball behind the arc.
8. Every shot behind the arc should be awarded 2 points. Every shot inside the arc should be awarded 1 point. Every successful free throw should be awarded 1 point.
9. In the event of a jump ball situation, the defensive team should be rewarded the ball.
10. A player committing four fouls will be disqualified from the game. The 7th and any subsequent team foul should always be awarded with 2 free throws and ball possession if the team scores.
11. Fouls during the act of shooting followed by a successful field goal should be awarded 1 additional free throw. Fouls during the act of shooting inside the arc should be awarded 1 free throw, whilst fouls during the act of shooting behind the arc should be awarded 2 free throws. Such personal fouls should be included in the team fouls.
12. Ball possession should be exchanged in the event of fouls.
13. In the event of exchange of ball possession, the ball should be passed from inside the court to a place on the court behind the arc. Ball possession should be given to the other team if the player possessing

the ball fails to stand with two feet on the court behind the arc.

14. Instead of shooting or dribbling, a player from a non-scoring team will resume the game by passing the ball from inside the court; otherwise, ball possession will be given to the other team.
15. In the event of an exchange of ball possession, the offensive team player should pass the ball to the defensive team player, and the defensive team player should return the ball to the offensive team player within two seconds. During an exchange of ball, the defensive team players are not allowed to step in a place on the court behind the arc. The offensive team should start passing the ball from a place on the court behind the arc within five seconds.
16. After the defensive team rebounds or steals the ball, its player must return the ball behind the arc, and the player must stand outside the arc with two feet in order to start attacking.
17. Rules of free throws are subject to the rules of basketball. If the offensive team rebounds the ball, its player may continue to attempt to score without returning the ball behind the arc. If the defensive team rebounds the ball, its player must return the ball behind the arc before attacking.
18. A player who is injured should step off the court for medical treatment, and the referee will decide whether the player can return to the court after checking his/her injuries.

IV. Others:

1. Any matter not mentioned herein should be negotiated among and decided by the referees. Referees' decision should be the final decision, and no objection will be considered.
2. The Sponsor reserves the right to decide whether the game should be canceled or continue on another court when the game is affected by inclement weather, and no objection will be considered.
3. In the event that the game is forced to stop, the score currently

recorded should be the final score. It should be subject to Provision 1 of the Supplementary Provisions if the score is tied.

4. After players sign up, the list of players is not allowed to be changed. A team will be disqualified from the game if any of its players on court is found imposter or unqualified.
5. A player who signs up for more than one team should represent the team he/she plays for first. The player should be disqualified from the game if he/she plays for another team, and the team should be disqualified from the game either.
6. Players who violated the rules should be disqualified from the game, and the team he/she belongs to should be disqualified from the game as well if the violation is considered severe.
7. The pre-arranged schedule will not be changed unless it is affected by a major accident, and prior consent should be obtained from the Sponsor.
8. A team will be disqualified from the game if any of its players commits severe acts of violence or verbal aggression against other players or referees. In the event of advancement, the position should be filled based on the ranking during the tryout and filled by the opposing team or the last opposing team during the final. The final decision should be made by the Sponsor, and no objection will be considered.

V. Notices:

1. The Sponsor is responsible for the arrangement of public liability insurance during the game.
2. All players should be responsible for their own health condition. Anyone who meets with an accident caused by the concealment of his/her health problem should be held fully liable for the consequence.

I-SHOU UNIVERSITY 28th ANNIVERSARY

Entry Form for 3X3 Basketball

Category: Male Female Team Name:

Team Captain / Contact Person: Tel. / Mobile:

No.	Class	Student No.	Name	Remark
1				
2				
3				
4				

Notes:

1. Please sign up at:

http://www2.isu.edu.tw/interface/showdoc.php?dept_id=2&levelid=15669&dept_mno=04

2. After signing up online, players are required to print out the entry form and submit it to the Office of Physical Education for further processing.

3. The team name should be less than six words.

4. A team can be formed freely. One student can play for one team only.

5. A team should have four players: three are starters and the other is a bench player.

6. Players should sign up by Wednesday, **September 26, 2018**. Late sign-up will NOT be considered.

7. All players should bring their student ID cards or national ID cards for checking. Those who fail to show either of the valid identity documents will be regarded as giving up the right to compete.

8. All player should be responsible for their own health condition and please

warm up prior to the game. Those who have a catastrophic disease or are not able to do strenuous exercise should not sign up for the game.