



BPRO Spring Slam

Basketball Tournament

3-Point Contest

Dunk Contest

Music

And More

@ UCSB's Thunder Dome

April 17, 2011 10:00am – 6:30pm



This is a fundraising event for BPRO. BPRO is a Black men's support group on the UCSB campus - a group of men who desire to challenge the status quo and make a positive change in their community. Moreover, they have a vision to reach out to UCSB's broader community through meaningful collaborations with organizations from diverse parts of the social spectrum. First and foremost BPRO is a Black Male Caucus, with the vision of educating themselves and the community. Their goal is to raise consciousness in 3 specific areas: Social, Political, and Cultural. Through brotherhood, they uplift each other to be positive role models and leaders in their society. They recognize the plights of those who came before them and commend those who paved the way so they can call themselves Young, Black AND Educated...

For More Information Go To
<http://Orgs.sa.ucsb.edu/bpro>
or Call 805-258-2014

**BPRO Spring Slam
Registration Form**

Tournament Information

When: April 17, 2011

Time: 9:00am

Where: UCSB Thunder Dome

Cost per team: \$50.00

Registration Deadline: April 10, 2011

Mail registration form and entry fee (payable to BPRO at UCSB)

6504 Pardall Rd #4. Goleta, CA 93117 or go to

<http://orgs.sa.ucsb.edu/bpro>

To sign up for the Dunk Contest or 3-Point Contest visit <http://orgs.sa.ucsb.edu/bpro>



\$10.00 to enter the 3-Point Contest
Free to enter the Dunk Contest

Cash Prizes for the winners in both contests

Captain Information

Team Captain Name:

Cell Phone:

E-mail:

Address:

Apt#

City:

Zip Code

Team Roster

Team Name:

	Name	Phone	Age	Email
Player 1:				
Player 2:				
Player 3:				
Player 4:				
Player 5:				
Sub				



RULES AND REGULATIONS

PLAYER ELIGIBILITY

1. Each team must have 5 players on their roster and be registered as a team by the pre-determined entry deadline.
2. Player eligibility will be enforced through the use of player ID bracelets. Identification for each player is required at on-site registration, (players under age 16 can use birth certificate.)
3. Eligibility problems will be addressed from time of discovery. No replay of games or adjustment will be allowed for previous tournament games and standing involving the team in question.
4. No alcoholic beverages will be allowed for player consumption on site.
5. Players may appear on only one team. Any player appearing on more than one (1) team roster will have to choose one (1) team to play for.

PRE-GAME

1. All games must start with at least 5 players but, can be completed with less.
2. Both teams will warm-up at the same time prior to the game.
3. Only those teams scheduled to play are allowed to occupy the court at the scheduled time.
4. Teams **MUST** be at their designated court, even if games are "running behind"

SCORING

1. A field goal is worth one (1) point. A technical foul results in one free throw attempt plus possession of the ball.
2. A successful goal from behind the "3-point" line (approx. 20") is worth two (2) points. The player shooting must have both feet completely behind the line when initiating the attempt.
3. Games are played to 20 points, or the team ahead after 5 minutes, wins.
4. In case of a time score at the end of regulation there will be a coin flip to determine possession and the first basket wins.

LIVE BALL / DEAD BALL / POSSESSION

1. A coin flip before the start of the game will determine who gets the ball out-of-bounds first. The team on the top of the bracket will call the coin toss.
2. The ball will change possession after a scored basket.
3. All jump balls will be called by the Referee and will go the team on defense.
4. The top of the backboard is out-of-bounds; however, the sides and bottom of the backboard are in play.
5. The ball must be checked by an opposing player before it is put into play. The player must pass the ball at the top of the court to begin play.
6. The ball must be "taken back" past the two point line on each and every change of possession. Violation

occurs only if a basket is made by the team failing to properly "take it back", and will result in loss of point scored and possession to the other team.

7. "Taking back" means one foot behind the two point line.

FOULS AND VIOLATIONS

1. Every court will have at least one (1) Referee. All fouls and violations will be called by the Referee.
2. If a foul is called while a player is attempting a shot and the basket is made then count the basket, record the foul and no foul shot is awarded. On the 7th thru 12th fouls, award a free throw for all fouls and the ball changes possession if the free throw is made or missed. After the 12th team fouled, award a free throw for all fouls and if the free throw is made or missed the fouled team retains possession.
3. A Referee may call a technical foul for flagrant, intentional fouls. A dead ball technical foul shot will be awarded to the team fouled. The team captain selects the shooter for one shot from free throw distance. The shooting team also retains possession of the ball following the free throw, whether the shot is made or missed.
4. Continual misconduct or flagrant/intentional fouling will result in immediate dismissal of the guilty player or teams from that particular game and/or all remaining games at the discretion of AN OFFICIAL BSU Personnel. Fighting and or throwing a punch will not be tolerated under ANY circumstances and will result in immediate dismissal without refund.

TIME-OUT AND SUBSTITUTIONS

1. Each team is allowed two (2) 45 second time-outs per game. Clock continues to run, except last 3 minutes.
2. Player substitution is permitted during any dead ball situation.

DUTIES OF COURT REFEREE

1. The team captain is the sole spokesperson for his/her team.
2. Any questions, complaints, or comments shall be taken up with the Court Referee.
3. The judgment decisions of the Court Referee cannot be changed by higher authority. Only questions concerning rule interpretation or eligibility are appealable.
4. Once play resumes after a disagreement or appeal, the decision is considered to be final. No further appeals will be allowed on that incident.



Transportation & Parking Services

UNIVERSITY OF CALIFORNIA, SANTA BARBARA MAP & DIRECTORY

UCSB Parking Permit required at all times.

Short-term permits may be purchased from permit dispensers throughout campus, and from the Parking Sales Office in Building 381 off Stadium Road. To buy a permit, please follow instructions on the dispenser. Payment options are Visa, MasterCard, cash or campus Access card. A short-term permit entitles you to Visitor parking status.

Take care to observe parking signs as parking violations are subject to citation. Do not park at any time in spaces marked "Enforced at All Times", "Reserved" or "Restricted".

What do the lot colors mean?

Yellow Parking at any time for anyone with a valid UCSB parking permit.

Green Parking for faculty and staff from 7:30 AM to 5:00 PM on weekdays. Parking for anyone with a valid UCSB parking permit from 5:00 PM to 7:30 AM on weekdays, and all day Saturday and Sunday. Some spaces may be designated "Faculty Only" or have other restrictions.

Violet Parking at all times for faculty and staff only.

Orange Parking for residential students with the appropriate permit.

For updated parking information, please visit our web site at www.tps.ucsb.edu



PARKING DESIGNATIONS

Permit required at all times.

- B1 Residential Students
- 22B Residential Students
- B3 Residential Students
- S Commuting Students
- V Visitors
- Accessible Parking
- Motorcycles
- Bus Stop
- Coastal Access
- Residence Halls
- Traffic Light
- Parking Meters (available to general public)
- Parking Dispensers
- Parking

SPEED LIMIT 25
Enforced by Radar

Emergency

- For fire, police or medical emergency assistance call **9-911** or use emergency phones (in red boxes).
- UCSB Police Department, Public Safety Building, non-emergency **805-893-3446** (24 hours).
- CSO Escort Service is available by calling **805-893-2000**.