

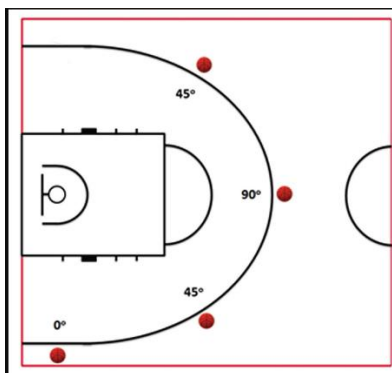
Intramural Sports – 3 Point Contest Rules

GENERAL INFORMATION

1. All participants must meet the eligibility requirements listed in the Intramural Sports Policies and Procedures handbook. **Each player must be an FIU student or FIU Wellness and Recreation Faculty/Staff Member.**
2. Participants must have their Panther ID at every game.
3. All intramural participants must personally sign the Waiver Release and are responsible for their own medical expenses.
4. Any games in which an ineligible player signs in will be considered a forfeit.
5. Teams are responsible for keeping their players and spectators under control. Misconduct of players, coaches, managers, or spectators may result in penalty, ejection, or forfeiture of the game. Spectators must also remain within the area designated by the Intramural Sports staff.
6. Alcoholic beverages, smoking, and pets are prohibited from all intramural contests.
7. Officials and Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.

OVERVIEW

1. Each participant will have 60 seconds to shoot three pointers from various locations. Each successfully made shot using a normal basketball will score one point, and each successfully made shot using the last ball on a rack (the “moneyball”) will score two points.
2. There will be a total of 16 shots in one attempt across 4 different locations.
 - a. One rack will be stationed at the top of the key, one will be on each wing, and one will be in the corner. Participants may begin at any of the four locations. The designated shooting spots along the 3-point arc will be marked with cones. The shooter will stand behind the cones when shooting.



3. The clock will start with 60 seconds on the clock.

4. The first three balls on each rack are worth one point, and the fourth ball on each rack is worth two points. A shooter must have both feet behind the 3-point line when they release the ball.
5. A shooter's total score is determined by adding the total points they receive for all made baskets from behind the 3-point line. Their time of completion will also be recorded.

Tie-Breaker

1. When determining the champion, the following tie-breaking procedure will be followed: The first tiebreaker will be the number of money balls each shooter hit in his/her round. If a tie still exists, the second tiebreaker will be the number of baskets made from the last rack. If a tie still exists, proceed backward through the number of racks until the tie is broken.

SCORING

1. Scoring Values
 - a. The first three balls on each rack are worth one point, and the fourth ball on each rack is worth two points.

ADDITIONAL RULES

1. Gambling:
 - a. Players shall not bet on the outcome of a game.

SPORTSMANSHIP

1. Players must conduct themselves in a reasonable manner, maintaining an appropriate and respectful demeanor towards tournament administrators, and to other players as described in the FIU IM Sports Participants Guide.